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OMI glTF Working Group Meeting 08/10/23 #184

antpb started this conversation in **General**

**antpb** 5 days ago

Maintainer

This meeting is on 08/10/2023 at 9:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-gltf-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-gltf-subgroup role in the #roles channel of the OMI Discord.

Agenda:

- Let's talk physics PRs
-

Backlog:

- OMI Vehicles Extensions Research
- OMI / MX Components Extension
- We discussed <https://openmv.org> (Open Metaverse Foundation) and how we can synergize with their efforts. Should we make a showcase of our projects to open up a broader discussion?
- jin - proposals how to make our specs and work more accessible to others. showcase gltf models
- Review pull requests <https://github.com/omigroup/gltf-extensions/pulls>
- [EXT_skin_humanoid](#)
- [OMI_link](#)
- [OMI_spawn_point](#)
- Review [MSFT_physics](#)
 - [gltf_Physics_Blender_Exporter](#)
 - [gltf_Physics_Godot_Importer](#)
- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR_audio / Khronos](#) feedback
 - [gltf-sample-assets](#)
- [Third Room Extensions](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

To propose another item for the agenda, comment below (preferably before the meeting).

[↑ 1](#)

2 comments

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**aaronfranke** 5 days ago Collaborator

Physics PRs #169 and #183 were discussed and merged during this meeting.



1

0 replies

**madjin** 5 days ago Maintainer

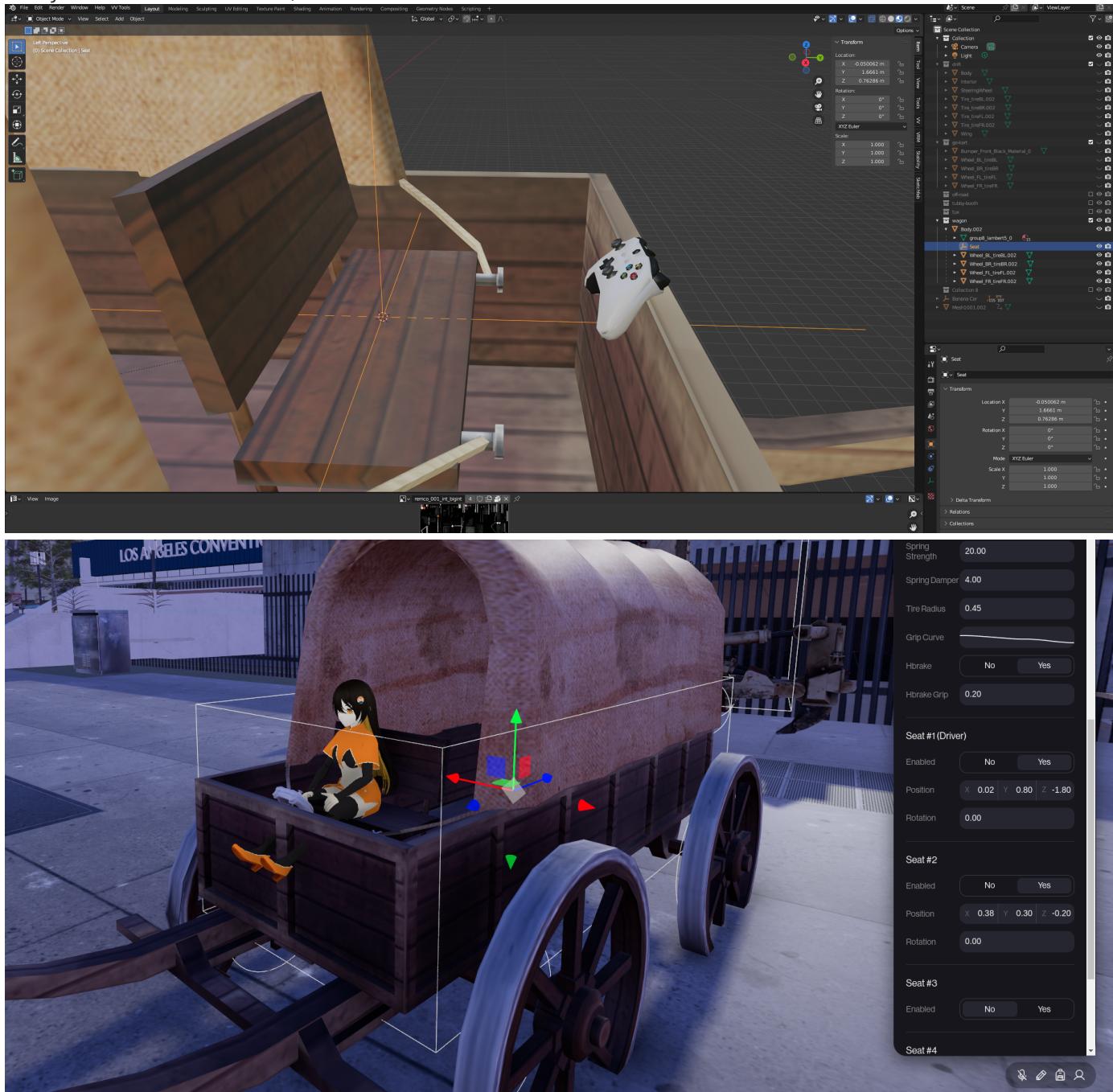
edited ▾

Vehicles can make use of OMI seat, Aaron proposed new extension for OMI_vehicle_wheel and OMI_vehicle_body (shown below is vehicle wheel)

extensions > 2.0 > OMI_vehicle_wheel > schema > {} wheel.schema.json > {} properties

```
1  {
2      "$schema": "http://json-schema.org/draft-04/schema",
3      "title": "OMI_vehicle_wheel Wheel Parameters",
4      "type": "object",
5      "properties": {
6          "radius": {
7              "type": "number",
8              "description": "The radius of the wheel in meters.",
9              "default": 0.25
10         },
11         "suspensionStiffness": {
12             "type": "number",
13             "description": "The stiffness of the suspension, the resistance to moving up or down.",
14             "default": 40.0
15         },
16         "suspensionTravel": {
17             "type": "number",
18             "description": "The distance the suspension can move up or down in meters.",
19             "default": 0.25
20         },
21         "useForSteering": {
22             "type": "boolean",
23             "description": "If true, the wheel should rotate to help the vehicle steer.",
24             "default": true
25         },
26         "useForTraction": {
27             "type": "boolean",
28             "description": "If true, the wheel transfers the engine force to the ground to propel the vehicle in its desired direct
29             "default": true
30         }
31     }
32 }
33 }
```

Briefly discussed artist workflows, which often involves blender



Lyuma helped me understand blender -> threejs/webgl platform vehicle workflow to fix wheels through parenting wheels to body, setting each wheel origin to geometry, and applying transforms for each. Here's more updated notes on interoperable vehicles, I added in some examples gathered from webgamedev discord: <https://hackmd.io/@XR/interoperable-vehicles>

↑ 1

0 replies

Category

General

Labels

None yet

3 participants

