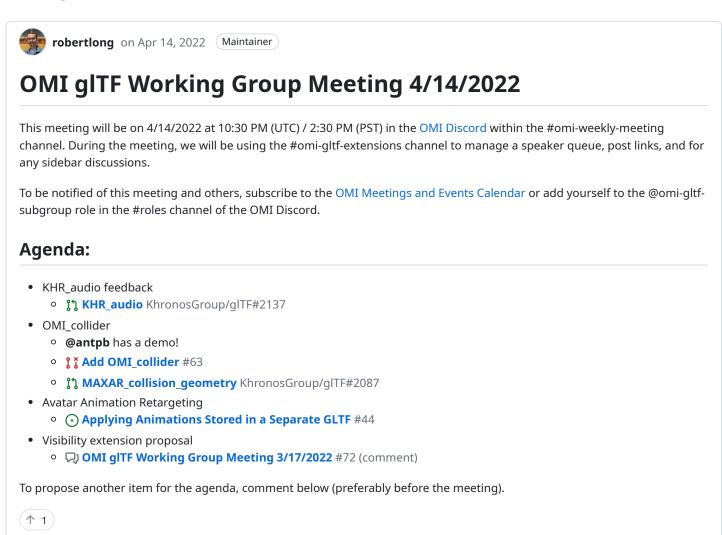


OMI gITF Working Group Meeting 4/14/2022 #78

robertlong started this conversation in General



1 comment

Oldest Newest Top



robertlong on Apr 14, 2022 (Maintainer) (Author

edited -

KHR audio

- Ask Khronos when we should be using the KHR prefix when in development.
- Update OMI audio emitter to match KHR audio spec + the new multiple sources proposal
- Audio looping start/end not easily achievable in Godot or Unity.
- Animation triggered audio not advisable because you will observe gaps in playback
- Need to figure out inputs vs outputs and how this graph is defined. Maybe there's an array of nodes rather than separate objects for each type and nodes using an unsupported type are ignored. Nodes can have extensions which define

new node types.



0 replies

Category



General

Labels

None yet

1 participant

