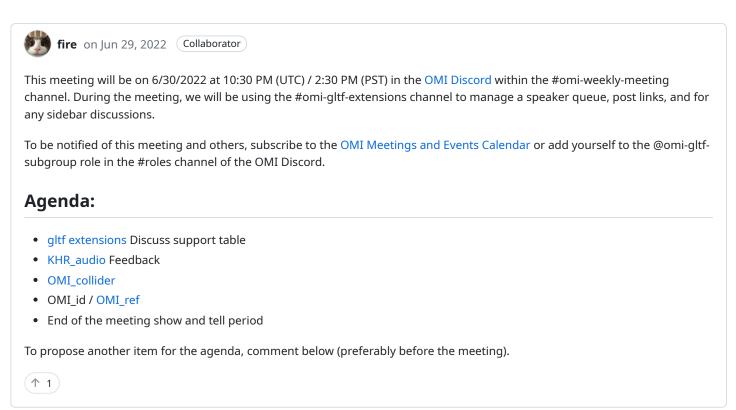


# OMI glTF Working Group Meeting 6/30/2022 #92

fire started this conversation in General



### 2 comments

**Oldest** Newest Top



robertlong on Jun 30, 2022 (Maintainer)

edited 🕶

## **Notes:**

- Feedback on VRM 1.0 Beta Spec
  - Might be useful to add additional phoneme blendshapes. Most notably "&" or "nn" whis is present in MMD https://www.deviantart.com/xoriu/art/MMD-Facial-Expressions-Chart-341504917
  - The changelog shows VRMC\_materials\_hdr\_emissiveMultiplier as a supported extension, but it should likely be swapped ojut for KHR\_materials\_emissive\_strength https://github.com/KhronosGroup/glTF/blob/main/extensions/2.0/Khronos/KHR\_materials\_emissive\_strength/README
    .md
- KHR audio
  - o @antpb to add audio.schema.json and fix glTF root schema
- OMI\_collider
  - o Initial working implementation in Third Room and UnityGLTF export
  - o gltf-transform plugin needed for that workflow
  - o Hulls can probably be auto generated in all engines, they probably shouldn't include the hull data in the gITF file



0 replies



madjin on Jun 30, 2022 Collaborator

VRM discussion some feedback from avaer who wrote the best VRM implementation on the web:

https://github.com/webaverse/app

### Summarized:

There's a few places where this spec is written poorly (as in could not be implemented unless you copied existing code). Not really clear what the data types are here https://github.com/vrm-c/vrmspecification/blob/master/specification/VRMC\_vrm-1.0-beta/lookAt.md. The spec leaves out details, like it seems to assume

you are using unity with some person's existing code since it doesn't fully tell you the data formats. For this to be a good spec there needs to be all of the JSON fields, their types, and allowed values, clearly specified not just "in the unity component it works like this".



0 replies

### Category



General

Labels

None yet

3 participants





