

# OMI glTF Working Group Meeting 3/30/2023 #153

madjin started this conversation in **General**



**madjin** 3 weeks ago Collaborator

This meeting is on 3/30/2023 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.

We have a bit of a problem due to DST, since the meeting time changes differently in different parts of the world

## Agenda:

- Discuss booth presentation?
- [MSFT\\_CollisionPrimitive & MSFT\\_RigidBodies](#)
- [OMI Physics extensions](#)
- [OMI\\_seat proposal](#)

## Backlog:

- [OMI\\_personality Stage 1 Vote \(delayed until next week\)](#)
- 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).

2 comments · 1 reply

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madjin 3 weeks ago

Collaborator

Author

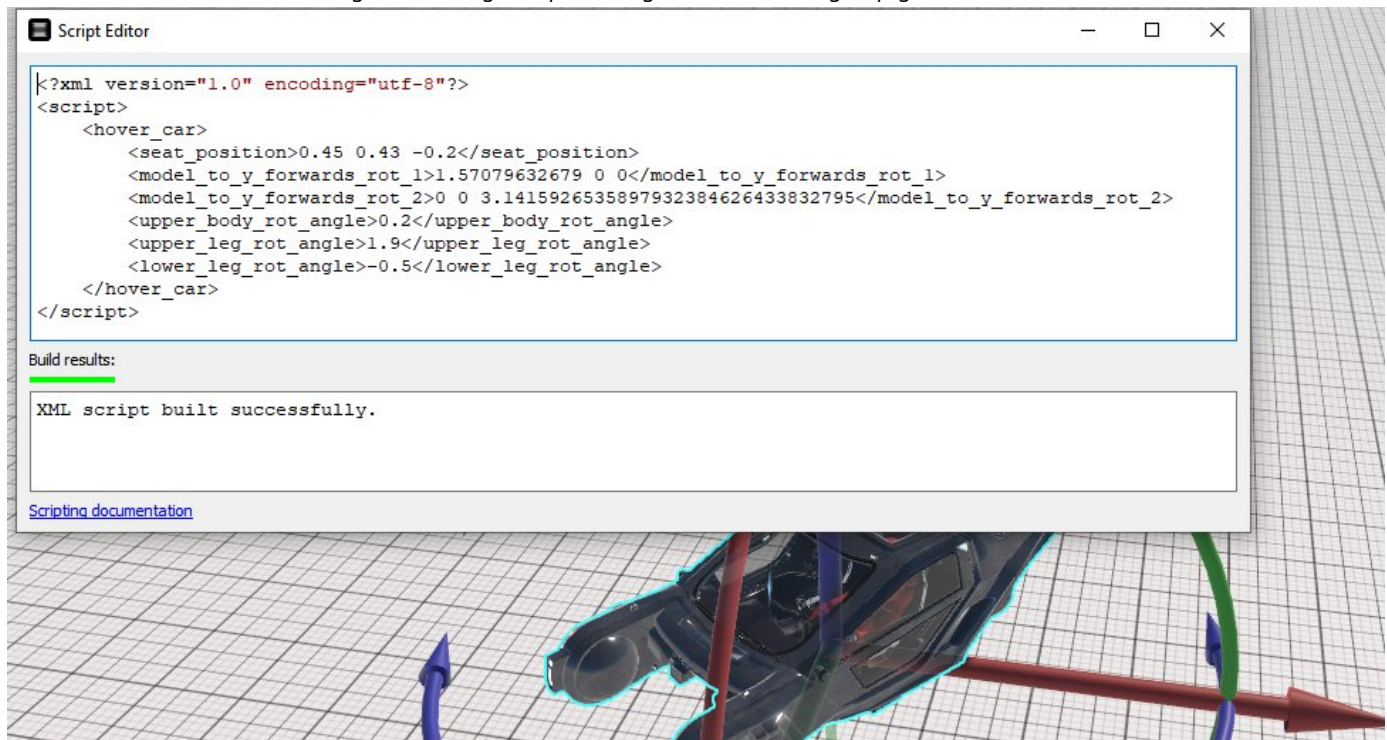
Hyperfy just added vehicles, we have a good interoperability lab setup now for prototyping extensions with



Source: <https://twitter.com/philburrrrt/status/1641559637995470848>

## Physics Materials and Vehicle Physics

- <https://gameworksdocs.nvidia.com/PhysX/4.1/documentation/physxguide/Manual/Vehicles.html>
- <https://docs.unrealengine.com/4.26/en-US/InteractiveExperiences/Physics/ChaosPhysics/ChaosVehicles/HowToSetupChaosVehicles/>
- <https://pybullet.org/Bullet/BulletFull/classbtRaycastVehicle.html>



Source: <https://twitter.com/SubstrataVr/status/1628728604279586818>

↑ 1

1 reply



**robertlong** 3 weeks ago Maintainer

Also Godot's Vehicle Physics: [https://docs.godotengine.org/en/stable/classes/class\\_vehiclebody3d.html](https://docs.godotengine.org/en/stable/classes/class_vehiclebody3d.html)  
And Rapier is supposed to be adding vehicles soon: <https://dimforge.com/blog/2023/01/22/the-year-2022-in-dimforge#dynamic-vehicle-controller>



**madjin** 3 weeks ago Collaborator Author

edited ▾

- <https://github.com/jamschutz/Unity-Standard-Assets/blob/master/Standard%20Assets/Utility/FollowTarget.cs>
- <https://github.com/search?q=repo%3AhfcRed%2FAmong-Us-Follower+target&type=code>
- <https://github.com/hfcRed/Among-Us-Follower>
- <https://github.com/search?q=repo%3AhfcRed%2FAmong-Us-Follower+target&type=code>



Simple pet system in vrchat that doesn't need any special udon scripting, just follow target and look at target  
Would be a fun case study for physics perhaps, the slight delay / naturalness of pet follow distance reminded me about joints / constraints

↑ 1

0 replies

#### Category



General

#### Labels

None yet

#### 2 participants

