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11/03/21 Weekly Meeting 28 Agenda / Notes #117

mrmetaverse started this conversation in **Weekly Meetings**



mrmetaverse on Nov 3, 2021 Maintainer

edited ▼

Weekly Meeting 28 is happening on Wednesday November 3, 2021 from 9:00 AM PDT - 10:00 AM PDT

You can add it to your calendar [here](#).

We'll be meeting again in the omi-weekly-meeting channel of the [AngelIXR Discord](#).

Agenda

- Welcome new members and attendance
- [✔ Draft Vision and Mission #72](#)
- glTF subgroup
- WebXR Hackathon
- [✔ Mapping the Metaverse - a Cross-Industry Leadership from OMI #109](#)
- website
- VKet Booth

Add Ons

- Call for participation: Metaversity
- Getting in front of the noise, together

↑ 1

12 comments · 5 replies

Oldest

Newest

Top



mrmetaverse on Nov 3, 2021 Maintainer Author

edited ▼

Welcome Adam! One of the founders of Open Sim. With Sinwave entertainment now, and has been with a number of metaverse companies/groups.

Msub2 (Daniel) is with us today! Started the webxr discord. Passionate about webxr, and saw the webxr

AeonixAeon (Will) is with us today! <3 fun fact: they named OMI!

↑ 1

2 replies



madjin on Nov 3, 2021

Collaborator

Adam OG, 25 years in the space, was part of VRBA also: <https://www.vrblockchainalliance.org/>

Papers from AeonixAeon

<https://drive.google.com/file/d/0B3u--BesWIB9Y1NhZDVMYXlFa2M/view>

<https://drive.google.com/file/d/0B3u--BesWIB9TFZEU3VSaHfXZzA/view?resourcekey=0-Ct-JzP6cJP9dY0G5iBgMTA>

https://drive.google.com/file/d/0B3u--BesWIB9NUNHN2VqbVRrejg/view?resourcekey=0-_pXoznjgevCVU8yfbuuEuw



AdamFrisby on Nov 3, 2021

(Haha, thank you - yes. Been around the block a few times, I was in the older 2007 IETF VWRAP effort as well. These days I do sine.space.)



mrmetaverse on Nov 3, 2021

Maintainer

Author

Evo mentioned that we are not a standards making body, although many of our contributors are from standards making bodies. We are a community serving as connecting tissue, testing ideas, pushing back, and implementing. We strive for neutrality and collectively creating protocols.

↑ 1

0 replies



mrmetaverse on Nov 3, 2021

Maintainer

Author

for gltf subgroup updates: [please see this meeting note from 10/28](#)

↑ 1

0 replies



mrmetaverse on Nov 3, 2021

Maintainer

Author

We need an implementation of OMI_audio_emitter on a different platform for it be able to pass the tests, that's the blocker

↑ 1

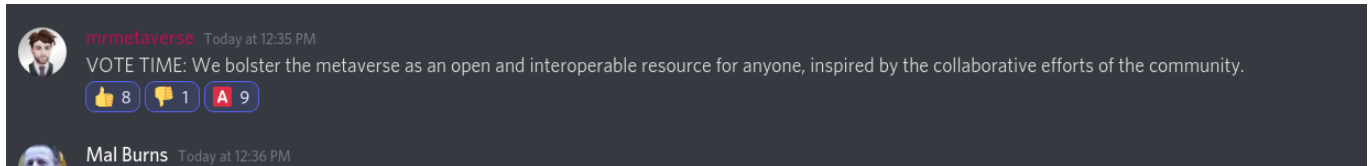
0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

We voted and adopted our first draft Vision statement: *We bolster the metaverse as an open and interoperable resource for anyone, inspired by the collaborative efforts of the community.*



The screenshot shows a Discord message from mrmetaverse, timestamped 'Today at 12:35 PM'. The message text is 'VOTE TIME: We bolster the metaverse as an open and interoperable resource for anyone, inspired by the collaborative efforts of the community.' Below the text are three reaction buttons: a thumbs up icon with '8', a thumbs down icon with '1', and a red 'A' icon with '9'. Below the reactions is another user, Mal Burns, with a timestamp of 'Today at 12:36 PM'.

(there were 8 Y, 0N, and 9 Abstentions)



0 replies

**mrmetaverse** on Nov 3, 2021


Maintainer

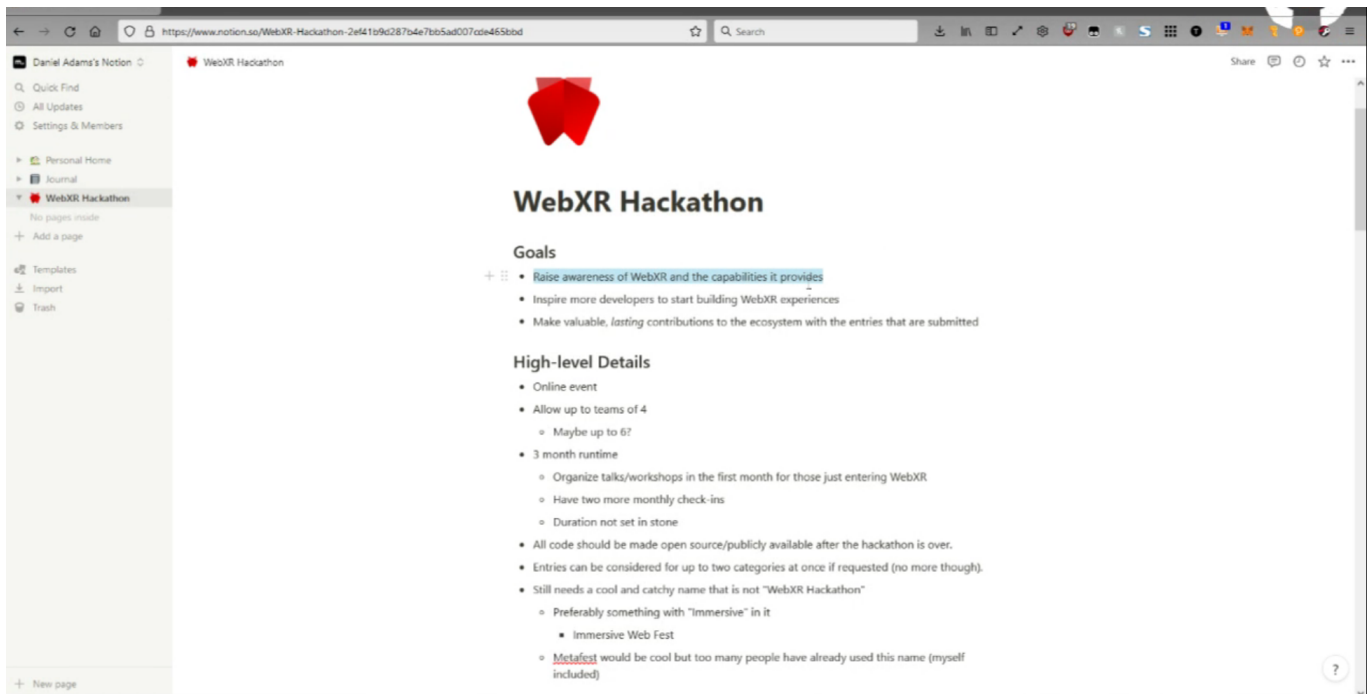
Author

edited ▼

WebXR Hackathon:

Notes are being taken [on notion](#)

 No date set yet



The screenshot shows a Notion page titled 'WebXR Hackathon'. The page has a red heart icon at the top. The content is organized into sections: 'Goals' and 'High-level Details'. The 'Goals' section lists three bullet points: 'Raise awareness of WebXR and the capabilities it provides', 'Inspire more developers to start building WebXR experiences', and 'Make valuable, lasting contributions to the ecosystem with the entries that are submitted'. The 'High-level Details' section lists several bullet points: 'Online event', 'Allow up to teams of 4' (with a sub-bullet 'Maybe up to 6?'), '3 month runtime' (with sub-bullets 'Organize talks/workshops in the first month for those just entering WebXR', 'Have two more monthly check-ins', and 'Duration not set in stone'), 'All code should be made open source/publicly available after the hackathon is over.', 'Entries can be considered for up to two categories at once if requested (no more though).', and 'Still needs a cool and catchy name that is not "WebXR Hackathon"' (with sub-bullets 'Preferably something with "Immersive" in it' and 'Immersive Web Fest', and 'Metafest would be cool but too many people have already used this name (myself included)').

Categories

Shortlist of categories that could provide interesting challenges:

- Accessibility
 - How can we make WebXR experiences more accessible to everyone?
 - Examining WebXR+ARIA one possible route to explore <https://equalentry.com/does-aria-even-work-with-webxr/>
 - This category can easily tie in with Input / UI in terms of utilizing alternate input methods.
- Input / UI
 - How can we reduce friction when interacting with immersive interfaces, or even just within an immersive environment?
 - We can get a lot more creative than pointing and clicking with our controllers on floating 2D planes.
 - + :: ◦ Voice-controlled and gesture-based interfaces offer some potentially interesting avenues to explore.
 - Novel usages of hand tracking would also be good.
- Authorization / Payments / E-commerce
 - How can we make immersive payment methods easy and accessible?
 - Few different routes people could go here (Web Payments, integrations with popular payment processors, [crypto](#), etc).
 - How can the familiar authorization flows used today be translated to WebXR in the least disruptive way possible?
- Entertainment / Content Creation
 - How can we make more *interesting* things with WebXR? What would make for an entertaining experience?
 - Games are an obvious answer. WebXR has not had a killer app that's broken into the mainstream consciousness in the way that something like Beat Saber has ([Moonrider](#) is the closest example). Could be a good draw for game [jammers](#).
 - Virtual productions are the other interesting avenue. To date, I haven't heard of

Would like to issue challenges related to key topics. I.e. accessibility : How might we make the metaverse more accessible?

↑ 1

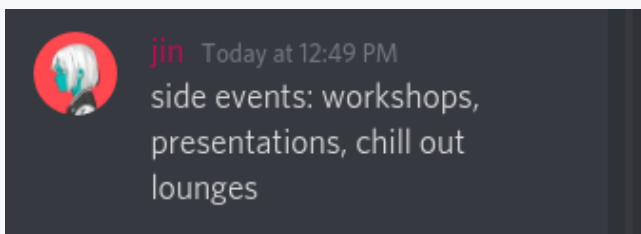
3 replies



mrmetaverse on Nov 3, 2021

Maintainer

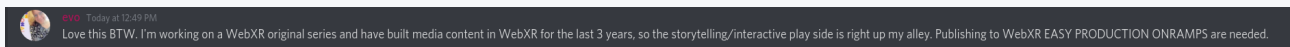
Author



mrmetaverse on Nov 3, 2021

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Author



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Maintainer

Author

Daniel is seeking help with a name. Toying with immersive web fest.
Jin also suggested reaching out to Thrill and calling it something related to Nexus.









































mrmetaverse on Nov 3, 2021

Maintainer

Author

Attendance

🔊 omi-weekly-meeting

-  m2 LIVE
-  Adam 
-  Aeonix Aeon 
-  alex_is_an_alex 
-  AOrtiz 
-  bengo 
-  Cafezinho 
-  evo 
-  Here_comes_the_g... 
-  humbletim 
-  iFire [he, him] 
-  jin 
-  Koolala 
-  limbofeather 🍊 
-  Lyuma 
-  Mal Burns 
-  Mikesky | Icosa | Op... 
-  mrmetaverse
-  Naren Gogineni 
-  Shadow 

📍 omi-stage

 1

0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

Metaversity CfP

Discussed [the Metaversity Call for Participation](#).

The goal is to flatten this out early, and get more contributors from a variety of backgrounds and orgs. We don't want this to turn into a lead/talent funnel for just one org. It's about helping others achieve their goals of becoming a new or better metaverse creator.

We believe this effort aligns with two of the OMI core values.

OMI Core Values

- We collaborate, driven by research, privacy and accessibility, to make the metaverse more human.
- We work incrementally, iteratively, and with intent.
- We are creating a cooperative, sustainable culture of innovation.
- We empower the people making the metaverse.
- We must cultivate resiliency by championing diversity, and freedom of choice.

To get involved, please join us on the Metaversity Github Org, or reach out to **@mrmetaverse** directly with questions.

↑ 1

0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

Website group

- Shadow is iterating on the style guide

We need help: Looking for an accessibility audit of our styleguide:
[omigroup/website#39](#)

↑ 1

0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

Jin suggested a github repo as a shared asset library

↑ 1

0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

Evo Proposed another demo night soon!

↑ 1

0 replies

**mrmetaverse** on Nov 3, 2021

Maintainer

Author

Moved [#109](#) to next week

↑ 1

0 replies

Category

**Weekly Meetings**

Labels

Consistently deliver ...

3 participants

