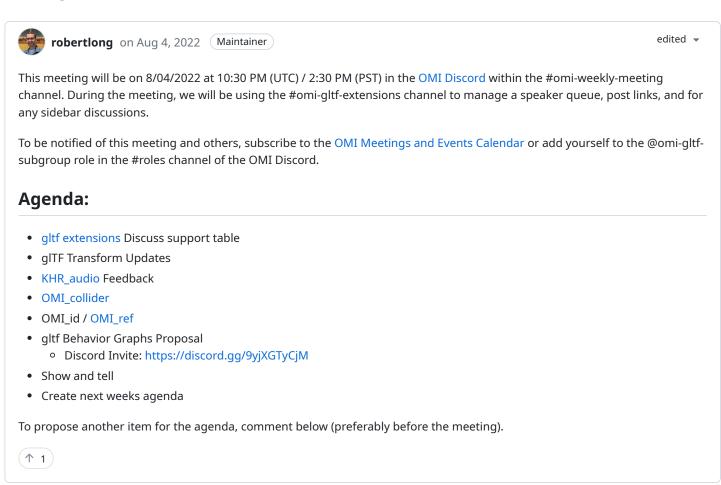


OMI glTF Working Group Meeting 8/04/2022 #98

robertlong started this conversation in General





Oldest Newest Top



madjin on Aug 5, 2022 (Collaborator)

I was thinking about how our group could participate in plugfests with MSF https://metaverse-standards.org/

The current artist workflow for testing omi khr audio gltf extension (paraphrased)

spoke scene, using spoke, gltf transform to convert, bring into wordpress app which respects extension, need to update three-omi to factor spec changes, gltf transform spec

@antpb said he'd be down to host a workshop

ultimately need a simple editor to attach OMI audio to something, what might that look like? Current CLI tools scare artists

If in OMI transform tool can be imported as library cli would be post process pass from w/e exported unity/blender small python script post export hook from blender or unity

blender running headless, drag n drop gui on top? donmccurdy gltf viewer?

https://gestaltor.io/ mentioned, looks interesting

network optimization for downloading (progressive LOD)

checked out humbletims blender / threejs mesh sync program

something about importing positions from source if there was bonafide gltf delta protocol that'd be cool refer to gltf + chainset

third room real time (gltf graph)
plaace that didn't do real time, could support as existing import infra
new revision of scene could be shipped could be full overhaul, keep many different

giving gltf SDF properties with delta gltf isnt for authoring, but if we use as bitstream... send along diffs, can do time travel things, rewind

self contained OMI ref, like glbs?

What is OMI ref in simple terms? sorta like prefabs or like js modules system, imports / dynamic imports

"here's all my runtime optimized assets, how they ref each other, can drop into application, figure out how to correctly fetch them, bundle into different ways"

Some notes from last meeting, sorry if they're a bit messy



0 replies

Category



General

Labels

None yet

2 participants

