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# 2025-10-28 Weekly Meeting 235 #562

**indiebio** started this conversation in **Weekly Meetings**



**indiebio** [2 days ago](#) Maintainer

Weekly Meeting 235 is happening on Tuesday, 28 October 2025 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

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

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

We regularly use the # omi-meeting-chat channel for text chat.

## Agenda

check in, shootin' the breeze (add agenda points or notes as comments).

Demo's

working group updates: glTF, meta-org (incl Khronos, MSF...), media/curators, Virtual Worlds Museum™ and The Teleportal, composable metaverse, forum/experiments,  
add fun finds in the comments

## Specific matters to discuss

↑ 1

4 comments · 4 replies

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**indiebio** [2 days ago](#) Maintainer Author

keyframe: <https://keyframe-entertainment.com/keyframe-blog-october-2025/>

I got a cool event happening on the 10th and I'm speaking at Immersive X on the 11th.

Reminder: <https://immersive-x.de/>

11 to 13 November

↑ 1

0 replies

**indiebio** [2 days ago](#)

Maintainer

Author

Solo working on the 3D ... 4D Gaussian splat.  
Create 4D splats from low input - 4 cameras rather than 100s

Gaussian splats feel like they are a complete seachange to how to create meshes. A big improvement, but a completely different pipeline to polygons.

It uses existing CPU infrastructure to render, so really performant for what you get out of it.

Modern compression has been keeping up well too. results can be in the tens of MB range (so nice and low, comparatively speaking)

↑ 1

3 replies

**indiebio** [2 days ago](#)

Maintainer

Author

this is also an example of machine learning models, using algorithms to train what to do.

**indiebio** [2 days ago](#)

Maintainer

Author

zodiepupper talking about rinn noise reduction (?)

**indiebio** [2 days ago](#)

Maintainer

Author

also OPUS having an infill algorithm

**indiebio** [2 days ago](#)

Maintainer

Author

glTF: meeting notes:

[#561](#)

and curator meeting is converting these and others to blog posts

↑ 1

1 reply

**indiebio** [2 days ago](#)

Maintainer

Author

curator facilitator model thoughts ... <https://citizenos.com/platform/>

**indiebio** 2 days ago

Maintainer

Author

zodiepupper explained how they use Blender to edit videos.  
It seems a really cool in-between video editor and full game engine.

Astral commented that the Blender Foundation is focused on the full 3D pipeline

<https://www.blender.org/about/foundation/>

↑ 1

0 replies

### Category

**Weekly Meetings**

### Labels

None yet

### 1 participant

