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2026-01-20 Weekly Meeting 246 #571

indiebio started this conversation in **Weekly Meetings**



indiebio [3 days ago](#) Maintainer

Weekly Meeting 246 is happening on Tuesday, 20 January 2026 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar [here](#) and we have Discord events too.

We'll be meeting in the omi-weekly-meeting channel of the OMI Discord. We try to transcribe the meeting as far as possible using SeaVoice.

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

7 comments · 6 replies

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indiebio [3 days ago](#) Maintainer Author

Keyframe:

Quick update on the immersive Meta Quest version, we have a simple draft working and can share it as a channel on the Meta Quest, please DM if you want to test it out.

Also, here's another version that we are experimenting with:

https://www.virtualworldsmuseum.com/square_viewer/index.html

↑ 1

0 replies



indiebio 2 days ago

Maintainer

Author

OpenSimulator Community Conference write-up now live

<https://omigroup.org/opensimulator-community-conference-oscc/>

↑ 1

0 replies



indiebio 2 days ago

Maintainer

Author

edited ▼

What is the modular building blocks for e.g. vehicle, avatars.

e.g. biomimetics the building blocks.

talking about robots - this company's building block is the myofibres, so what is the equivalent for the digital?

<https://clonerobotics.com/>

↑ 1

0 replies



indiebio 2 days ago

Maintainer

Author

edited ▼

glTF: return visit from Dyllan from 5 squared interactive

interested in incorporating OMI specs.

VEML - similar to A frame

e.g. <https://github.com/Five-Squared-Interactive/WorldKit-VEML-Blender-Plugin>

another link too

↑ 1

3 replies



indiebio 2 days ago

Maintainer

Author

another thing to show in e.g. a blog: aaron work highlighting the end-to-end integration of glTF extensions, illustrating the bare-bones starting point to a reusable kind of use case.



indiebio 2 days ago

Maintainer

Author

different types of adoption

- actual implementation
- intellectual implementation (thinking and talking about it)
- plug-in implementation which is good in the long term but an extra layer of work, giving additional dependencies.

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

Maintainer

Author

was part of a conversation with the Yinglet Creator

https://store.steampowered.com/app/3954540/Yinglet_Creator/

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

Maintainer

Author

open a conversation with <https://github.com/papercraftgames/folded-paper-engine> - a way to showcase some of the glTF specs, and create scenes as a sortof aside.

↑ 1

3 replies

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

Maintainer

Author

if you put a workflow design in Blender you could automate it into the web, without having to render physical bodies as physical.

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

Maintainer

Author

one thought: glTF outreach concept - are they interested in glTF specs? so e.g. we can have PRs to update also the Godot side, sothat the glb's can be used elsewhere in the ecosystem. So with using the folded paper engine one can have the glb working in Godot easily (something something)

different thought: a hackathon: using the 2D webflow as a workflow for others to look at. Putting together spatial ideas.

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

Maintainer

Author

visceral interop - the difference between the engineering proof and the "pudding proof". "Can you recognise this viscerally as a car?"

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

Maintainer

Author

Dooly from BasisVR attended, share progress on load testing, demo showcasing Aaron's work on the vehicle specs.

↑ 1

0 replies



indiebio [2 days ago](#)

Maintainer

Author

Berry working on the virtual world creator organisation - looking for a bank that can cover all areas of camera.

↑ 1

0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

