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## 2024-06-19 Weekly Meeting 164 Notes/Agenda #475

indiebio started this conversation in **Weekly Meetings**



indiebio 2 days ago Maintainer

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Weekly Meeting 164 is happening on Wednesday, 19 June 2024 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, welcome, shootin' the breeze ...

Fun finds:

meticulac: <https://tinytools.directory/> and <https://futuretools.io/> big directories of tools, some of which might be useful here.

<https://x.com/AshConnell/status/1803043078972096858> - new world building engine in [@threejs](#)

<https://twitter.com/openvoxels/status/1802469038305497366> -jin launched and funded an art contest to help promote interoperable wearables with.

Quarto: <https://quarto.org/>

An open-source scientific and technical publishing system

Author using Jupyter notebooks or with plain text markdown in your favorite editor.

Create dynamic content with Python, R, Julia, and Observable.

How does this compare to OpenCanvas?

Radicle: <https://radicle.xyz/>

Radicle is an open source, peer-to-peer code collaboration stack built on Git. Unlike centralized code hosting platforms, there is no single entity controlling the network. Repositories are replicated across peers in a decentralized manner, and users are in full control of their data and workflow.

Funding:

<https://research.google/programs-and-events/google-academic-research-awards/>

glTF group:

jin: I feel like we should pounce on gltf interactivity ready for public feedback / review to promote extensions meetup on <https://www.khronos.org/blog/gltf-interactivity-specification-released-for-public-comment>

Maybe a chance to host on spaces?

Thoughts on reviewing interactivity spec in a more public setting like spaces on Thursday? If so, I can help set it up and promote. I know many are at AWE, but this is still big news - a cornerstone for many other emerging extensions like physics, audio, etc @omi-gltf-subgroup

Something to discuss in glTF meeting: [KhronosGroup/gltf#2293 \(review\)](#)

The KHR\_interactivity PR is still missing massive pieces, yet Khronos is pushing for ratification?

This really lowers the perception of the ability of Khronos to produce competent work.

Media working group, jimmy says:

This is exactly what we needed !!

<https://github.com/omigroup/omi-archive>

↑ 1

3 comments · 9 replies

Oldest

Newest

Top



**indiebio** yesterday

Maintainer

Author

Welcome to Pablo: <https://numen.games/>

↑ 1

3 replies



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Book recommendation: <https://www.amazon.com/Reality-Broken-Games-Better-Change/dp/0143120611>



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<https://www.amazon.com/Actionable-Gamification-Beyond-Points-Leaderboards-ebook/dp/B00WAOGY4U/>

<https://www.notboring.co/p/the-great-online-game>

<https://metagame.wtf/academy>



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jin has been playing with similar escape room ideas: <https://twitter.com/dankvr/status/1652113269476274176>



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<https://x.com/marqusee/status/1792602503206621247> XRD Design competition

↑ 1

0 replies



indiebio

yesterday

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Author


interactivity spec issue "controversy" - this is not ready! why are they aiming to ratify?

↑ 1

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The bigger issue is that they should have pushed out something better for review, and give more time for review. We need a year for people to implement this. We need example files for people to test it.




indiebio

yesterday

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Shoddy work like this hurts the whole process. We need the bar to be raised.




indiebio

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Author

OMI glTF group: Dissent with modification. We challenge it, but also suggesting what can be improved. The topic of workshops at each meeting.




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Author

We WANT to work together. To be able to work together we need to be enabled to work together.



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issues listed: <https://github.com/KhronosGroup/glTF/issues?q=commenter%3Aaaronfranke>

Category

 Weekly Meetings

Labels

None yet

1 participant

