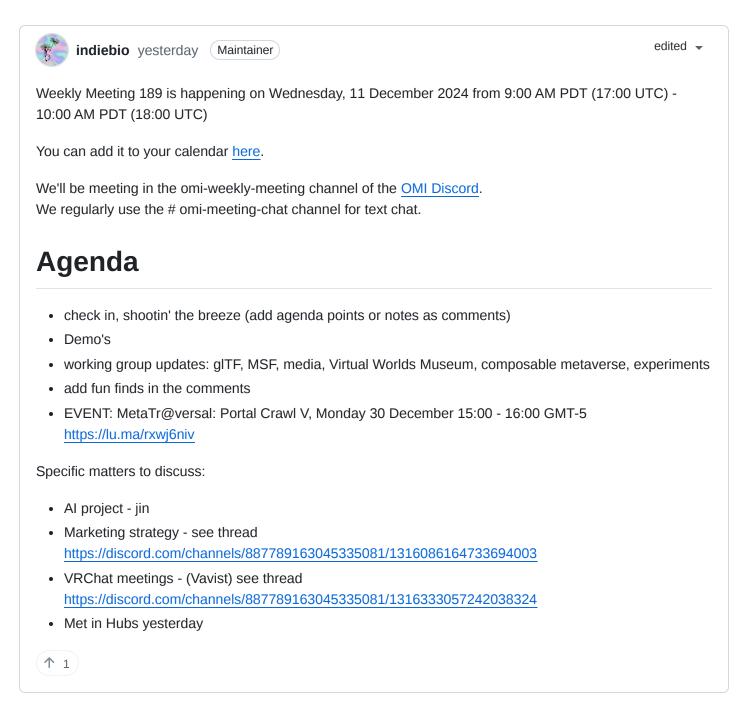


2024-12-11 Weekly Meeting 189 #503

indiebio started this conversation in Weekly Meetings



5 comments · 6 replies

Oldest Newest Top



indiebio yesterday (Maintainer)

aintainer (Author)

edited -

Hubs: We met in Hubs yesterday, which was their weekly Dev meetup (social meetup is on Fridays)

Some notes:

want to contribute to Hubs? Check out needs here:

https://docs.google.com/document/d/1xRSHEgf4jE4SRsx2Z5BX_uXKbJ7KuCW3v0ntugA76io/edit?tab=t.0#heading=h.y5llc2g36m1n

Beginner's guide to CE:

https://docs.google.com/document/d/1BXSxTNFLjx8dtz26_OAFJParGdz8qTE2XvVAxwoJwrQ/edit?pli=1&tab=t.0#heading=h.abjaur7ntgef

https://github.com/hubs-foundation

They had a parade in January (still part of Mozilla), highlight video: https://www.youtube.com/watch?
v=quC4d1Xci8A

They did occasional livestreams, streamed through to youtube (I think). Was also done while still at Mozilla, haven't done more recently yet: https://www.youtube.com/watch?v=jPH2D6soLZY

Other note: teambuilding in VR: https://www.youtube.com/watch?v=_derCwfbPtk

Other note: They're moving from A-frame to bitECS:

https://github.com/NateTheGreatt/bitECS/blob/master/docs/INTRO.md

ECS is a different way of structuring the underlying data that makes it more performant for rendering larger scenes, as related entity components are typically grouped next to each other in memory. - mikesky



3 replies



indiebio yesterday (Maintainer) (Author)

Hubs do not have vehicles yet, when they do we would like them to talk with us, so it's smooth, and if they diverge we would like to know why.



indiebio yesterday (Maintainer) (Author)

edited 🕶

Thoughts on having an instance on Hubs - cost about 35\$ a month to host, can use an existing one if needed, can see the trade off with our own instances vs sharing on theirs (e.g.

https://demo.hubscommunity.com/)

Then this becomes a wider conversation about where to host instances. The conversation goes into that it is not about the virtual spaces themselves, but the interoperability between them.

Start with a gITF asset set to be downloaded and can install in every virtual world

so the virtual worlds and their interoperability are seen a tech demo rather than advertisement.



indiebio yesterday (Maintainer) (Author)

Virtual Museum does not have their Hubs portal yet, so we can collaborate together effectively! connect with KEYFRAME for info



indiebio yesterday (Maintainer) (Author

Fun find: Maker documentary:

https://www.primevideo.com/detail/Maker/0KNHV4TDZJ1WO5JXC4RX6JJN2S

(↑ 1) 1 reply



indiebio yesterday (Maintainer (Author)

notes from it:

3:28 Makers: not taking the world as it's given - Dale Dougherty Make Media

13:10 the maker movement is the web generation meets the physical world - Chris Anderson 3D robotics

16:24 eliminating risks can eliminate creativity - Dale Dougherty Make Media





omi-chan project available, 5k funding available - link to follow

↑ 1 1 reply



indiebio yesterday Maintainer Author

@mrmetaverse should come dog-food their agent in OMI!



indiebio yesterday (Maintainer Author

Virtual museums: trying to move from WebXR, towards App to App - to showcase how this could be done. is there a collection of information of the specific technologies the different worlds use?

FYI past portal crawl: https://metatraversal.com/metatraversal/



1 reply



indiebio yesterday (Maintainer (Author)

Sharing our Open Source projects https://www.virtualworlds.museum/web-xr-exhibit/open-source
Question, is V-Sekai operational? No, it's under development. It is open source

Category



Weekly Meetings

Labels

None yet

1 participant

