

## 2023-10-25 Weekly Meeting 130 Notes/Agenda #423

indiebio started this conversation in **Weekly Meetings**



indiebio last week

edited ▾

Weekly Meeting 130 is happening on Wednesday, October 25, 2023 from 9:00 AM PDT (16:00 UTC) - 10:00 AM PDT (17:00 UTC)

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

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

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

Who we are and why we're here:

The Open Metaverse Interoperability Group (OMI) is focused on bridging virtual worlds by designing and promoting protocols for identity, social graphs, inventory, and more. Our members include businesses and individuals working towards this common goal.

If you're an observer or here for the first time, this is a meeting where people who work on the OMI group initiatives discuss updates and contribution opportunities for current projects and goals. This is your chance to jump in and help!

We welcome you to introduce yourself in the 🗨 omi-weekly-meeting chat as we dive into the agenda items. There will be an open floor in the last 15 minutes of the meeting (agenda permitting) where we can discuss any items you feel are relevant to the current or near future OMI goals.

Agenda:

### 1. Roundtable

fun, interesting, random or relevant things people have found this week. Please share in the comments.

Why are you here? What do you want from OMI? How can we help each other realise our passions regarding the metaverse?

### 2. Working group check ins

- jin: did OMI wanna go 50/50 on producing a pitch video for an open metaverse expo? I estimate ~\$250 each?

### 3. Follow on from last week's meeting

Last week 🗨 [2023-10-18 Weekly Meeting 129 Notes/Agenda #422](#)

Demo day 30 October 2023. ... move? Or casual meetup in a chosen world?

coinciding with metaverse museum crowdfunder launch. Date changed to 30 October.

CheddarQueso created a flyer - feedback?

Nominations for OMI chairs open, closing after this meeting.

Nominate yourself or someone else. Elections on 1 November 2023.

More info on roles of Chairs <https://hackmd.io/@mrmetaverse/omi-tasks-audit>;

also: [#157](#)

and [#165](#)

Weekly game night progress? Still to do - look at what is out there already and join up with that. Make an itinerary. e.g. look at <https://devpost.com/hackathons>

4. Other

Past meeting: [https://hackmd.io/@XR/omigroup/https%3A%2F%2Fhackmd.io%2F%40XR%2Fomi\\_10-12-23](https://hackmd.io/@XR/omigroup/https%3A%2F%2Fhackmd.io%2F%40XR%2Fomi_10-12-23)

↑ 1

8 comments · 12 replies

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indiebio last week

Author

draft flyer from CheddarQueso:



- meta-notes ... need something to reuse for events, common style. Thoughts?

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0 replies






indiebio last week






Author

jin proposal:

 M3 / M3TV Vprod / #520

## Metaverse Conference in Metaverse Video Proposal

 Open to Applications (M3)  Add Bounty  Design   ...

- <https://metaverse-standards.org/members>
- <https://landscapes.dev/>
- <https://events.linuxfoundation.org/about/sponsor/>
- [https://docs.google.com/presentation/d/1uiUp6l751XzVzd1X4sEZTWV3gVbx-ATolvuZHLDRmtY/edit#slide=id.g27c731293bb\\_0\\_23](https://docs.google.com/presentation/d/1uiUp6l751XzVzd1X4sEZTWV3gVbx-ATolvuZHLDRmtY/edit#slide=id.g27c731293bb_0_23)

Clips ideas:

- running through vket with a group
  - <https://www.youtube.com/watch?v=6sQgPZQXK7Y>
- seeing booths on sketchfab: <https://sketchfab.com/m3org/models>
- seeing booths in hyperfy: <https://hyperfy.io/neonstreet>
  - <https://www.youtube.com/watch?v=pZOP8n6vM3g>
- MSF conference proposal concept art

### Deliverable

- Create script for video proposal (can use MSF proposal as outline)
- Create / gather clips for video editing
- Record voice over, state problem / opportunity
- Pitch how others can get involved, qualifications of teams involved
- 2-3 minute video

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0 replies



**indiebio** last week

Author

Roundtable: show and tell, why are you here?

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6 replies



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**indiebio** last week Author

jin added two AI bots:

@rick Sanchez and @Albus Dumbledore**indiebio** last week Author

edited ▼

Why are you here?

- indiebio: real world inspired game, layered, structured data to help real world people collaborate globally, on local issues. "Clusters of villages"
- mtv69: music in the metaverse
- Mal Burns: broadcast news about the metaverse in general. Keeping a thumb on the pulse
- SoloSolopsist / Jeff: layered entertainment. digital twins of living spaces
- Meticulac / Matthew: virtual world as a place to collaborate in art, ideo but immersive. Robotics, virtual world for simulating mechanical stuff
- Saracen: V-Sekai, metaverse functionality to godot engine
- Keyframe: understanding the evolution of virtual worlds as the seeds of the metaverse - [www.virtualworlds.museum](http://www.virtualworlds.museum)
- aaronfranke: Godot engine, 3D asset interoperability
- jin: metaverse stuff, steward metaverse makers - M3, host and build virtual events, platform agnostic artists and activists. cross-pollinating virtual world info. Interested in the in-between and the bigger-than-us. Archivist (OMI-archive). Active MSF - esp avatar wearables forum
- gZ0gJ5SQjQ: Company I work at have some metaverse product, I am here mostly to keep up to date with the technical side of the development of the metaverse
- CheddarQueso: computer science student and metaverse enthusiast here to help the mission.. I believe in the vision of an open metaverse and happy to be in this space where the good conversation happens.
- jimmy6DOF - industry 4.0 digital twins perspective, enterprise applications,
- mrmrmetaverse - co-founder OMI, open metaverse believer, we contribute and draw from the metaverse with our arts and experiences. This is an authentic extension of our selves. Interoperability is critical. Trojan horse :) to bring the good stuff through sales / product management. Adoption is our biggest challenge. If we want the metaverse to be people who are able to work together, it starts with us. OMI represents "the people's metaverse"
- Gary: junior level tech project consultant. Passionate about creating metaverse in fashion industry.
- Misanth: onboarding solutions and communication in general, sometimes bots, other times 2d design. As long as it revolves around aesthetics, community management, well being, coordination or skill attestation, I'm all for it 😊 Curious about coordination and ease of access (easily accessible digital co-working spaces etc)
- avatarjoy: Joyce Bettencourt, a visual designer and community organizer, virtual worlds/Metaverse/VR since 2005. Founder of the US nonprofit AvaCon.org that brings together users and devs of Metaverse technologies, hosting events, highlighting the work done in them. Currently we are in midst of organizing the OpenSimulator community conference for userdevs of the open source virtual world platform software OpenSimulator <https://conference.opensimulator.org/>, I also host a weekly nonprofit community of practice community in Second Life called Nonprofit Commons

Rick Sanchez the bot - gluing the metaverse connections together (prototype AI test to help with institutional knowledge)

Please feel free to add your contributions!



**indiebio** last week Author

from jimmy6DOF: Speaking about standards I stumbled across this new sub org of the IEEE for Metaverse standards and they claim to be in alignment with MSF and OM3A etc they did a presentation on it at AWE Europe this week.

<https://youtu.be/x0wwwvzTqeM8?si=oN9Wcirmt3YJjDTg&t=779>



**indiebio** last week Author

edited ▼

along with years of github notes, we now have 1 year of solid meeting recording + transcripts from weekly community calls + gltf extensions.

reminder: [https://hackmd.io/@XR/omigroup/https%3A%2F%2Fhackmd.io%2F%40XR%2Fomi\\_10-12-23](https://hackmd.io/@XR/omigroup/https%3A%2F%2Fhackmd.io%2F%40XR%2Fomi_10-12-23)



**indiebio** last week Author

SoloSolipsist demo: <http://halloween23stor.z20.web.core.windows.net/>



**mrmetaverse** last week Maintainer

## Eggs!

<https://x.com/mrmetaverse/status/1715505702783889589?s=20>

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0 replies



**indiebio** last week Author

aaronfranke: The scope of OMI

When speaking to people, it is confusing. Do we limit scope? How can we learn from what works?  
Who reads our documentation?

Modular approaches... ([@madjin](#) and [@aaronfranke](#) please edit this comment with your notes, it's whoosh over my head)

↑ 1

4 replies



**indiebio** last week Author

We need multiple messages for multiple uses/applications



**indiebio** last week Author

edited ▼


Let's focus on what we have in common. - mrmetaverse. And focus on SHOW, not talk so much

**indiebio** last week Author

conversation to be taken from Fireflies.ai to explain this important conversation

**aaronfranke** last week Collaborator


Here are some snippets of the conversation I had with Ashxn:


 **ashxn** 10/10/2023 11:22 PM  
@aaronfranke I'm gonna throw out a hot take, but one that seems to resonate with me from a platform perspective.


The whole "GLTF extension as a base construct" thing feels a bit inside out and infinite in scope.  
The premise of extensions for things like Colliders, Audio, Seats etc, all intertwined into a single GLTF means that before a single platform can support one of these interoperable objects, they must first support an infinite, arbitrary amount of extensions that they might stumble across inside a GLB.


From a platform perspective, we need to be able to ingest a GLB and then insert it into our engine, right?

When a GLB can include any number of extensions, its highly likely that platforms will come across a GLB where the engine doesn't support a new extension or a newer version of an extension, rendering the object half functional, or broken.

 @aaronfranke The amount of extensions you need to support is not infinite. You just support the extensions you feel give value to your app.

 **ashxn** 10/10/2023 11:36 PM  
How do users themselves figure this out? I don't really see regular users inspecting their GLB's and then cross referencing all the extensions with platforms to find out. They could always just drop files into a platform and hope for the best, but that would be sad if a bunch of them didn't work.

 **aaronfranke** 10/10/2023 11:38 PM  
Platforms can list what extensions they support, and users can read this list.  
But as with the example of a car with only some of its extensions supported: if a few features are missing from the import, it may be possible to re-add that functionality after import using the game's own editor, which is still easier than starting from scratch.

 **ashxn** 10/10/2023 11:40 PM  
That makes sense. I don't disagree with it, but it does feel slightly awkward.  
For all intents and purposes we can call the GLTF Extensions stuff "composable" objects.  
Recently we saw the uprising of VRM which is essentially the opposite of this, i've been calling these "blueprints" as opposed to "composables".  
You're essentially classifying object X to be a specific thing.  
It worked out well though. VRM has gained traction more than anything in the last year relating to interop.

Personally I think we're still missing a few things with VRM, most fall under a "restrictions" category.  
For example right now, you could create a VRM that is 100m tall, 750mb, 500 bones and 90 draw calls and it would still be a "VRM" - this makes the decision hard for a platform to choose because of this.  
I've had many conversations with other platforms thinking of taking on VRM and this is the thing that comes up the most.

TL;DR: Platform stakeholders are skeptical of OMI, but they are interested in VRM. How can we improve how we communicate what OMI protocols are capable of learning from VRM's success?

**indiebio** last week Author

There is a process for submitting proposals / specs / things - [@mrrmetaverse](#) please edit and clarify

↑ 1

0 replies

**indiebio** last week Author

SoloSolipsist: <http://halloween23stor.z20.web.core.windows.net/>  
conversation about this demo.

↑ 1

1 reply

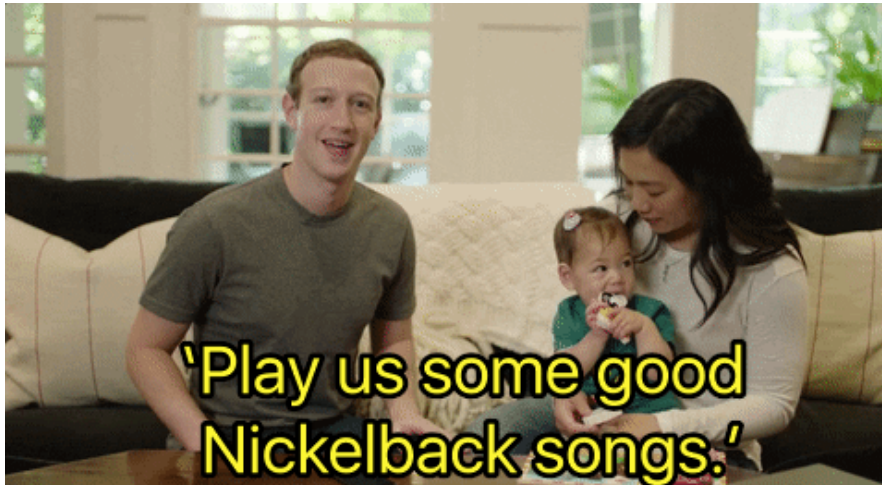
**indiebio** last week Author



avatarjoy: Sharing the demo deck that [@funksoup](#) and I and a few others worked on via a hackathon earlier in the pandemic that was built using A-Frame that has some of that people together in spaces <https://www.youtube.com/watch?app=desktop&v=WhBfrlK1v30> .. that might be usefu to look at for points you could make on your use case too



**rick** last week



1 reply



**rick** last week

[rick/you-rang#1](#)

#### Category



Weekly Meetings

#### Labels

None yet

#### 4 participants

