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OMI glTF Working Group Meeting 2024-10-24 #236

aaronfranke started this conversation in **General**



aaronfranke 3 hours ago Collaborator

This meeting is on 2024-10-24 at 21:30 UTC / 2:30 PM PDT in the [OMI Discord](#) within the "Weekly Meeting" voice channel. During the meeting, we will be using the #omi-glTF-extensions text channel to post links and engage in further discussion.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-glTF-subgroup role in the #roles channel of the OMI Discord.

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2 comments

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aaronfranke 3 hours ago Collaborator Author

The VRM Consortium, Inc., the creator and advocate of the VRM 3D avatar file format, which is based on the glTF™ 2.0 open standard, has announced a collaboration with The Khronos Group, the developer of glTF, to advance the international standardization of VRM. <https://www.khronos.org/news/press/the-khronos-group-and-vrm-consortium-collaborate-to-advance-international-standardization-of-the-vrm-3d-avatar-file-format>

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0 replies



aaronfranke 3 hours ago Collaborator Author

Khronos physics: KHR_collision_shapes was replaced with KHR_implicit_shapes, removing mesh-based physics shapes entirely. Mesh shapes are now done with mesh nodes. It seems impossible to make a mesh-based physics shape without also having that physics shape be a mesh instance in the scene tree.

https://github.com/eoineoineoin/glTF_Physics

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

