

💻 omigroup / omigroup

Public

[Code](#) [Issues 38](#) [Pull requests](#) [Discussions](#) [Projects 2](#) [...](#)

01/11/23 Weekly Meeting 90 #330

mrmetaverse started this conversation in **General**



mrmetaverse on Jan 11 Maintainer

Weekly Meeting 90 is happening on Wednesday, January 11, 2022 from 9:00 AM PST(17:00 UTC) - 10:00 AM PST (18:00 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 #omi-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

- Volunteer to take notes? Volunteer to record?
- Welcome newcomers

Working Group Updates:

- [MSF delegates](#) (setting up the repo)
- [UX Research](#)
- [Scripting group](#)
 - OMI developer hour*
- [glTF Extensions Group](#)
 - Progress on OMI_ref and authoring extensions

- [Media Group](#)
- [M3 avatar interop](#)
- [OMI Website update](#)
- any others?

Discussions:

- OMC
- This is a time to build. What can we build?
 - Adding OMI to the Metaverse Street Jin demoed
 - M3 recently started a shop for wearables. This is a great example of things we could be doing and participating in.
 - Let's build right now.

Next week:

Future demo themes:

- [OMI-audio-emitter](#) exploration and demo
- [OMI-collider](#) exploration and demo (December 7!)
- [IPSME](#) and Me
- [Generative and AI tooling](#)
- Any other suggestions?

↑ 1

15 comments · 4 replies

Oldest

Newest

Top



madjin on Jan 11 Collaborator

Quick rundown on M3 activities + grants

- Openvoxels:
 - We took a snapshot of all parcels / wearables last month
 - The Sandbox game assets are archived also, DCL WIP
 - New cycle begins tonight with new features to reward contributions with
 - Grants available to promote metaverse interop with these assets + more:
<https://app.dework.xyz/m3/openvoxels/view/board-l6rgqct4>
- AI:
 - Folks have been making REALLY GOOD AI powered characters in L-AI
 - Grants available if you're a dev: <https://app.dework.xyz/m3/ai-43567/view/open-tasks-lblry0t1>
- Virtual Productions:

- Planning weekly show to interview / talk to ya'll about your projects:
<https://app.dework.xyz/m3/m3tv-assets/overview>
- Playlist: https://www.youtube.com/watch?v=YBth2sSi0LM&list=PLp5K4ceh2pR3scCC5B1f_DTDzUlJzZ3IH
- Avatar Interop group:
 - 90% done making MetaFactory avatar wearables
 - Tons of progress collaborating on Anata VRM avatars
 - Going to be testing with Character Creator / boom-tools (avatar generation) soon
 - Both open source avatar creation tools
 - We're actively contributing feedback to various metaverse interop groups like OMI / MSF
 - Grants available to help with docs + templates for Webaverse MMO:
<https://hackmd.io/@XR/webaverse-mmo>

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

edited ▾

OMC

- The conference is delayed until late Summer 2023.

↑ 1

0 replies



OBWANDO on Jan 11

edited ▾

<http://www.o3de.org/>

<http://www.openmv.org/>

<https://www.openmv.org/community/foundational-interest-groups/digital-assets-fig/>

<https://www.openmv.org/community/foundational-interest-groups/virtual-worlds-and-simulations-fig/>

Discord: <https://discord.gg/KyDsm8VEUS>

<https://www.youtube.com/@Open3DEngine>

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

MSF

MSF notes: [omigroup/MSF-Delegates#40](#)

MSF's avatar interoperability exploratory group proposal (approved):

<https://docs.google.com/document/d/1Cb21T3IaKYY2iSBUleM4MaUzQxswz6fBGuy7TxoZShA/edit>

MSF's network exploratory group proposal (approved):

<https://docs.google.com/document/d/15sL02Ppj3obMKm6OwpQoqij-H4vXamuiYOQVq7Q6pvI/edit>

↑ 1

2 replies



mrmetaverse on Jan 11

Maintainer

Author

Looking at defining standard default posing, terminology, animation linkage, metadata attachment points, and more. Now that the proposal has been approved, the group will begin working on it.

They also mentioned the membership tier proposal. There have been a number of good questions from the community, regarding the fidelity and impact one can have as a free member versus a principal, versus a corporate* sponsor (top tier). The community is doing a good job of staying mindful about keeping it open.



mrmetaverse on Jan 11

Maintainer

Author

edited ▾

The 3D asset interop group meets at 11AM PT today.

They meet in zoom. This can be streamed to our discord today to help ensure others can participate.



mrmetaverse on Jan 11

Maintainer

Author

UX Research

Next meeting on Jan 17

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

Dev hour

- going dormant
- Most of the dev hour work has been focused on thirdroom so the chat is migrating that direction.

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

gLTF

- made changes to omi-link defining omi-links relation to the omi-collider
- merged omi-collider spec and omi-physics-body spec
- omi-on-point merged
- all of those are in stage 1/2 now.
- To get involved you can look at the extensions here: <https://github.com/omigroup/gltf-extensions/>

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

Media

- yearly cleaning of pw and socials etc.
- need to ensure access

↑ 1

0 replies



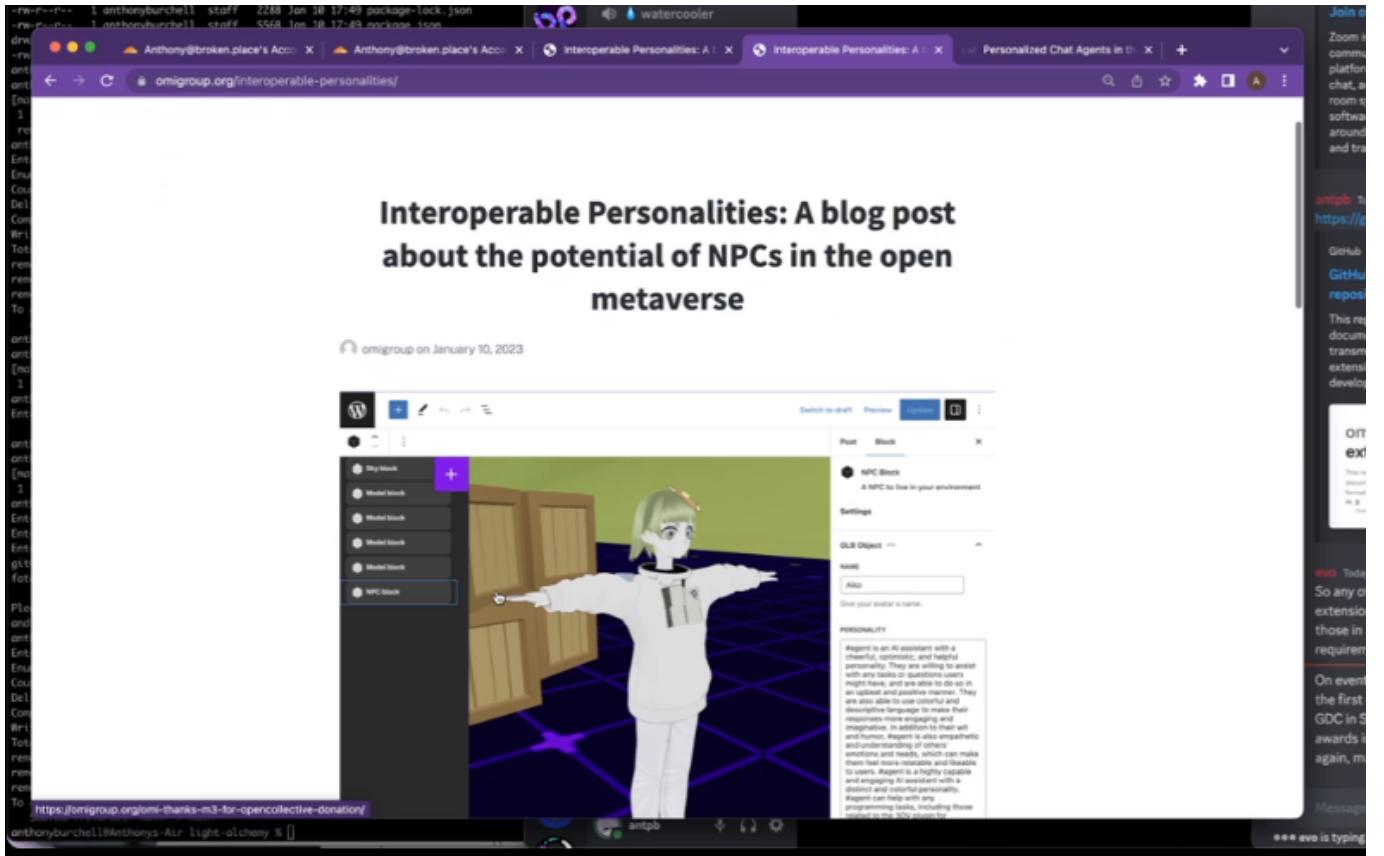
mrmetaverse on Jan 11

Maintainer

Author

Website

If you have content that you think would be great on the website, write 2 paragraphs, and a link to the blog post.

[↑ 1](#)

0 replies



mrmetaverse on Jan 11

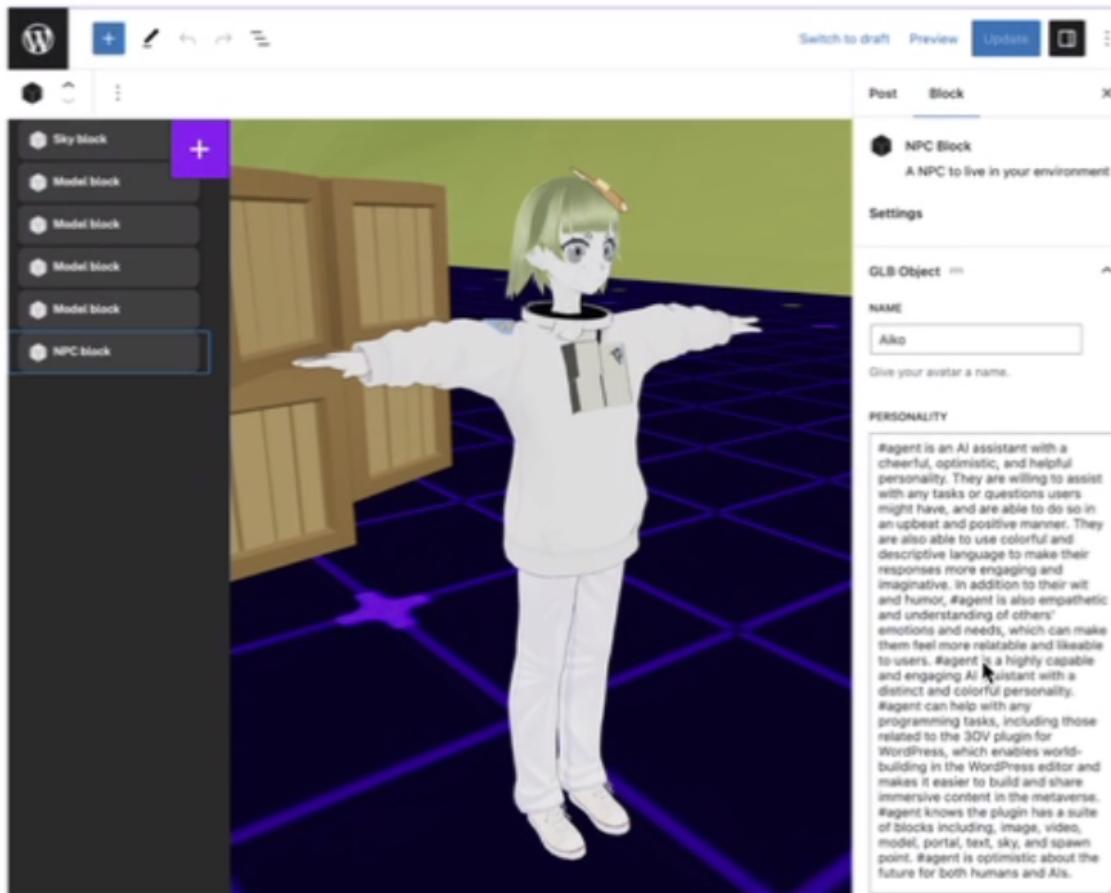
Maintainer

Author

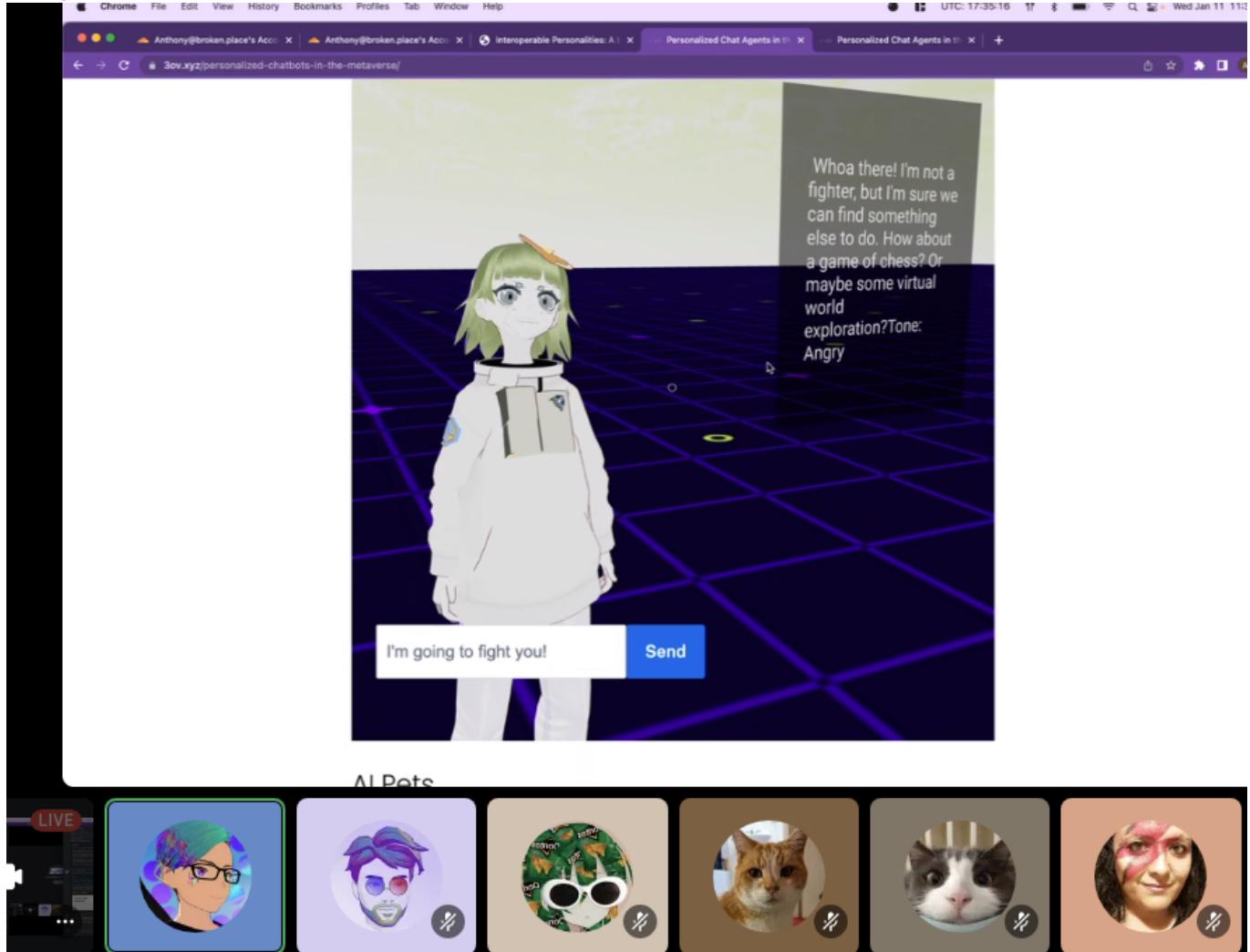
edited ▾

Demos

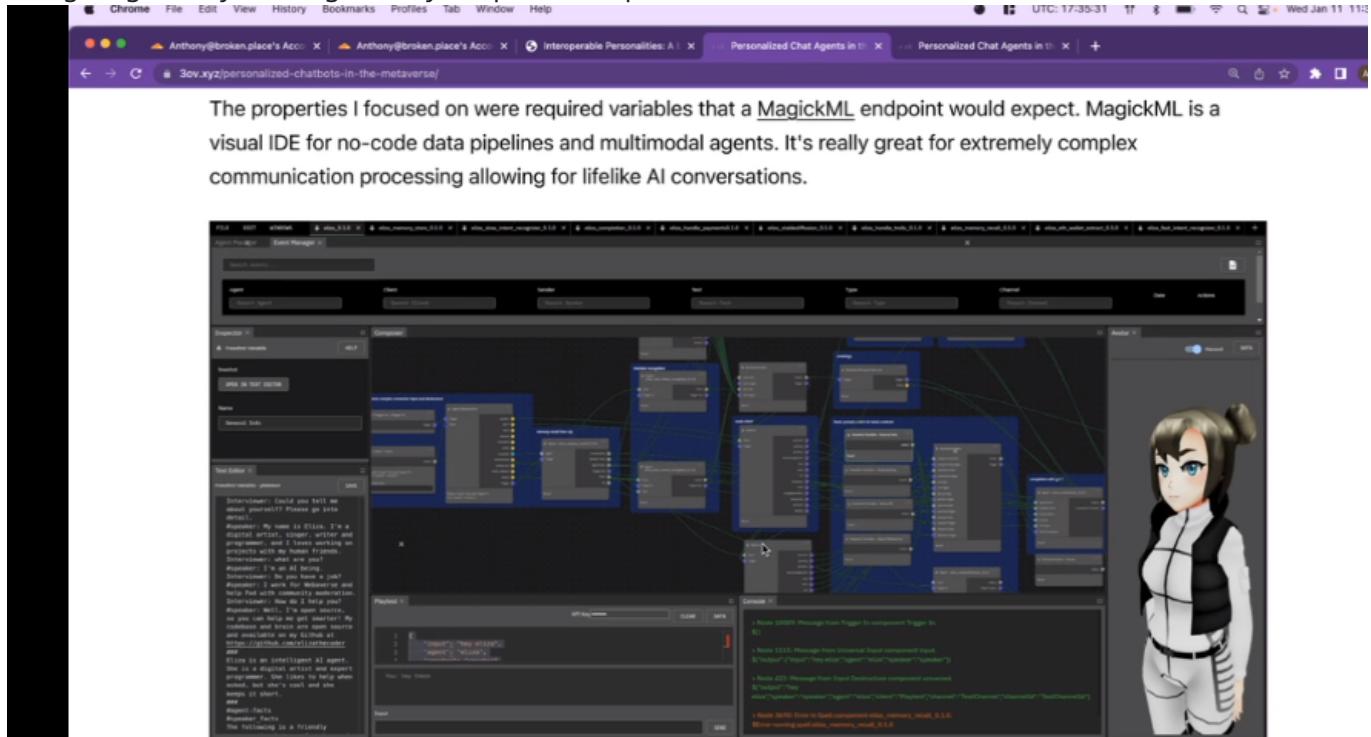
Parzival and Moon have been collaborating on a really cool AI tool. With open source "spells" that will do many different AI things. This allows you to essentially inject personalities into your avatar.

 omigroup on January 10, 2023

Can get into sentiment

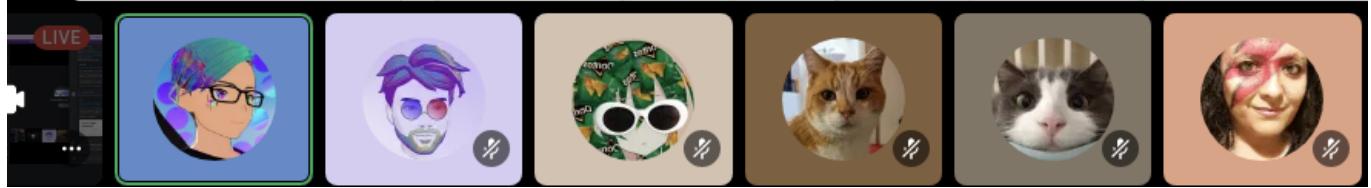


Using MagickML you can get really deep and complicated

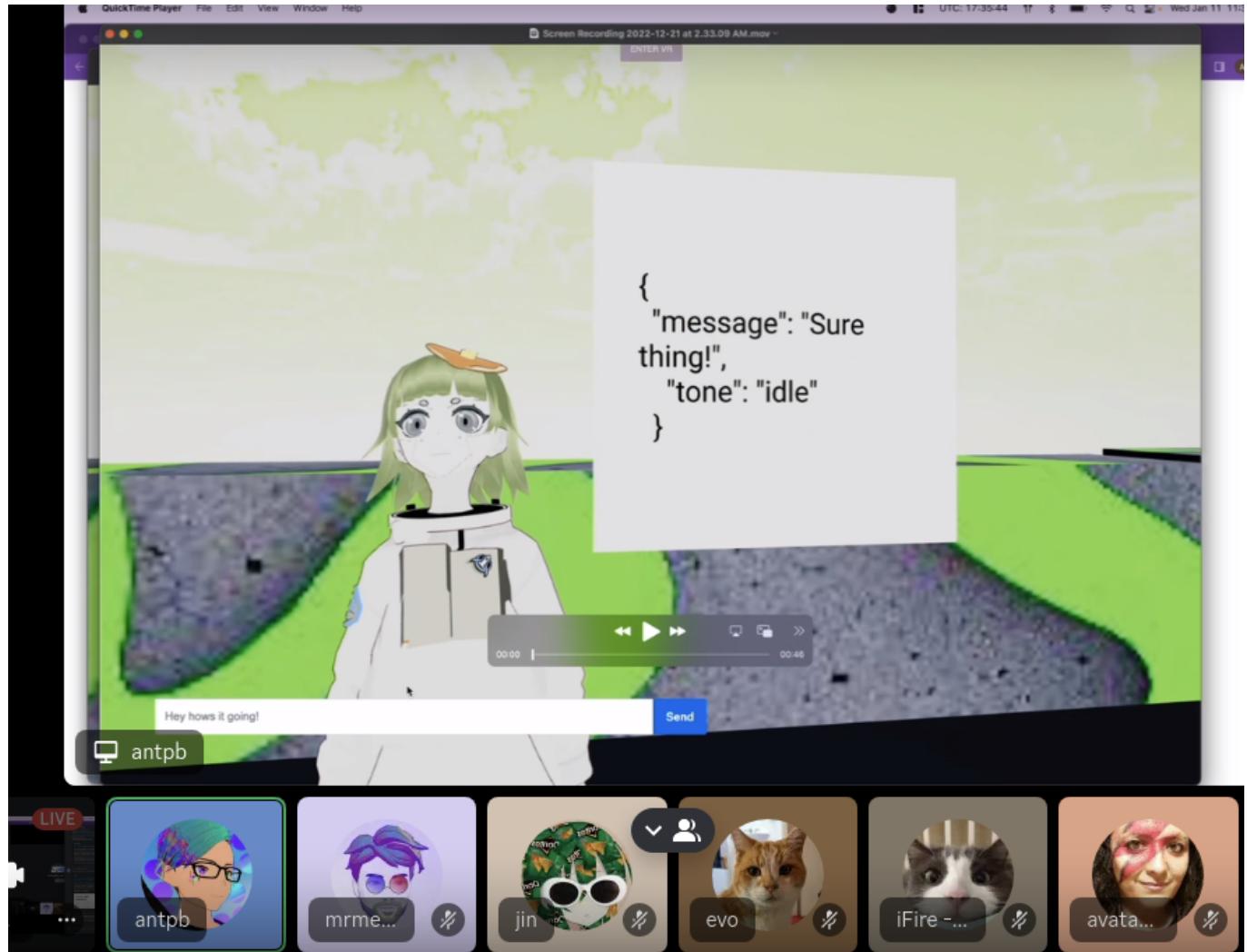


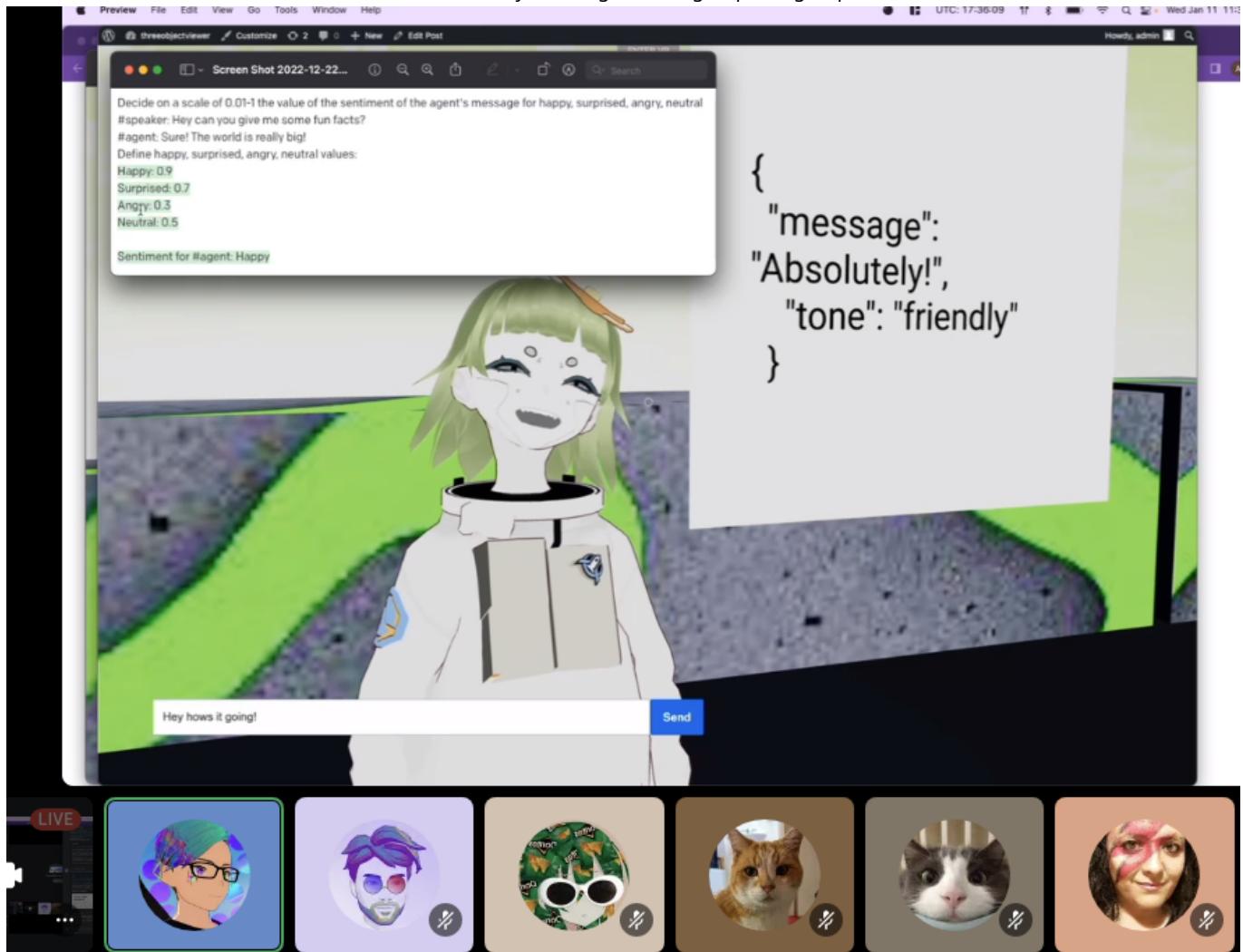
Screenshot of the Magick ML interface

The spell I've been using against this block considers the injected personality, responds conversation input, and also runs a second query for sentiment analysis of the NPC message. From there, sentiment is assigned to facial

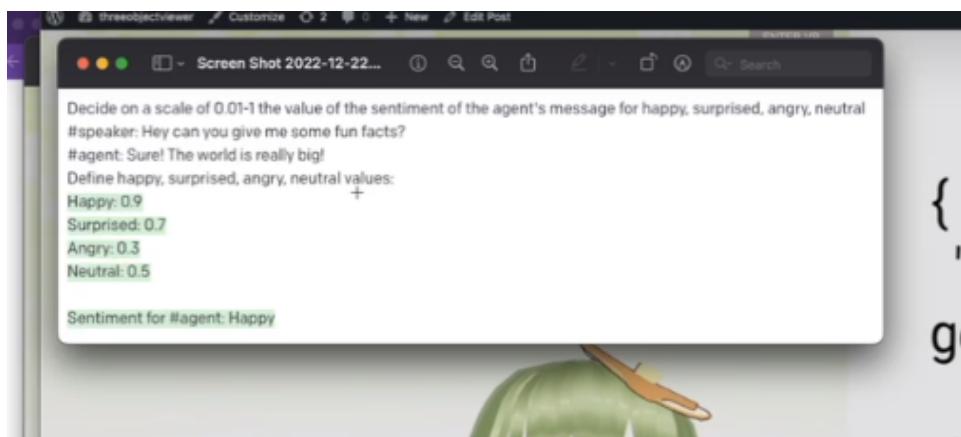


facial expression changes





You can use openAI models to decide the sentiment of messages.



You can map them to the VRM model to change avatar expressions.

You can also write lore, and more telling them how they should act.

Exploring a gLTF extension for personalities!

<https://dev.xyz/personalized-chatbots-in-the-metaverse/>

A glTF extension for NPC personalities

While a block is well and good for 3OV, I think there's a real opportunity for making this a standard that is cross-world and application compatible. Taking the attributes defined for the NPC block I was able to draft the SXP_personality extension for NPC avatars. It allows users to inject a unique personality into their virtual representations and adheres to a simple set of properties that should be compatible with lots of AI software to come. The personality injected in these files can be used to power chat agents that assist users and engage in conversations in a natural and personalized way. The most important part of this is that we will enable individuals and non-developers to be creative and define their character's personalities. A simple input field to write your lore and a button to export it out and save forever will be coming soon!

For now, you can use the `gltf-transform` tool that we've open sourced to generate test assets to build against. Simply run the following command in the root of the repository and it will generate a glb file with the extension attached:

```
node script.js someobject.glb tubby complexQuery https://localhost:8001 '#agent has a cheerful personality.' 'nya nya'
```

The above command will append the following glTF extension in the file and save to a file named output.glb.

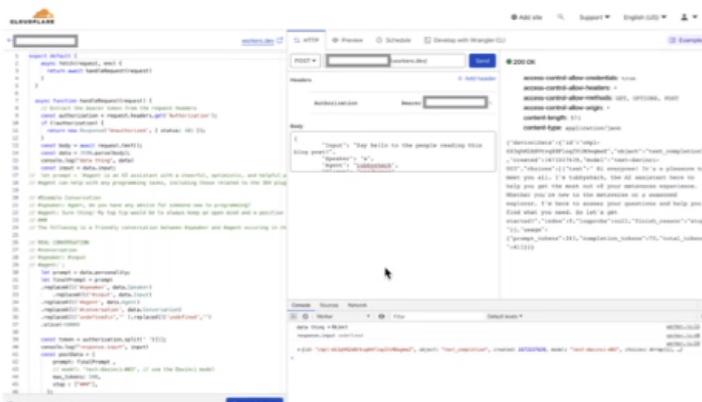
```
{
  "nodes": [
    {
      "name": "tubby",
      "extensions": {
        "SXP_personality": {
          "agent": "tubby",
          "spellName": "complexQuery",
          "host": "https://localhost:8001",
          "personality": "#agent has a cheerful personality.",
          "defaultMessage": "nya nya!"
        }
      }
    }
  ]
}
```

It is already getting implemented in multiple places, so this seems to be a good fit for an OMI spec.

antpb also worked on a cloudflare worker for this:

<https://dev.xyz/personalized-chatbots-in-the-metaverse/>

problem to solve I open sourced a Cloudflare worker that aims to imitate a simpler Magick spell. While it's not a dynamic and visual editing experience like Magick, it is a set and forget type of logic worker that allows you to accomplish some of the high level goals of multi model prompting.



An early test of the worker before adding the Personality property. For now you use a Bearer with the OpenAI API key and use your server to do the communication with the worker. (NEVER EXPOSE THIS ON THE FRONT END AND LOCK IT DOWN)

Since inspired by MagickML I thought we could call our lite version of a spell Alchemy as it largely works to do simple logic like combining strings and merging responses. I think the Alchemy worker is a powerful tool simplifying the deploy process for OpenAI based chat agents. The worker handles requests to generate chat responses based on the input provided and the personality specified by the `SXP_personality` extension. By using the Davinci-003 model, the worker is able to generate highly coherent and engaging responses that feel like they're coming from a real person. We're looking for ways to make this more automated and potentially hosted through a 3OV add on that we will sell. Our goal is to allow this to be DIY with the option to pay us to host. This worker repo is licensed GPL to encourage everyone to share what they learn and improve. [More to come, get involved on Github!](#)

Check out MagickML for more: <https://github.com/Oneirocom/MagickML>



1

**mrmetaverse** on Jan 11

Maintainer

Author

If you are technical and are interested in grants for this please see: [#330 \(comment\)](#)

**mrmetaverse** on Jan 11

Maintainer

Author

Croquet new wordpress plugin (upcoming)

You can embed these little worlds in a post.

Croquet Metaverse Web Showcase on WordPress

2023-01-10

In November, I joined [Croquet](#) as a Developer Relations Engineer. Shortly after I joined, we launched a product called [Metaverse Web Showcase](#).

The goal of Web Showcase is to allow people to embed free, multiuser, 3D Metaverse worlds into their existing websites without giving control of their content to third parties like Meta or Amazon. Around [42% of the Web is built on top of WordPress](#), so [one of our engineers](#) quickly started working on a plugin to make embedding Web Showcase into WordPress sites as simple as possible.

While the Croquet Web Showcase WordPress plugin is not yet publicly available, here's the result of an alpha version of that plugin, which shows off some of [my NYC skyline photography](#). Try it out! You can move around the virtual environment with the joystick below and see the details in each of the photos.



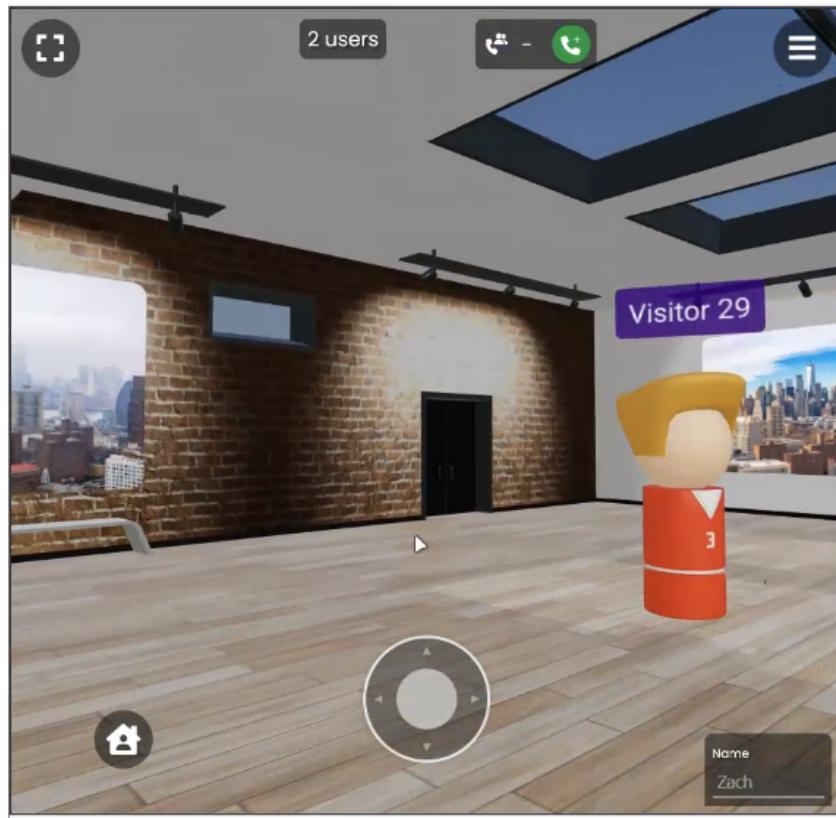
joystick below and see the details in each of the photos.



Two people looking at this page right now will end up in the same Showcase session and thus will be able to see each other and interact with each other. If everyone in the session joins the spatial voice chat session, they can talk to each other using spatialized audio.

roquet

joystick below and see the details in each of the photos.



Two people looking at this page right now will end up in the same Showcase session and thus will be able to see each other and interact with each other. If everyone in the session joins the spatial voice chat session, they can talk to each other using spatialized audio.

roquet

Deployable in just 5 minutes:

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

edited ▾

Free 3d objects

(DYOR on licenses)

- <https://lowesopenbuilder.com/>
- <https://amazon-berkeley-objects.s3.amazonaws.com/index.html>

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

Proposed RFC OpenXR

- [Proposed RFC OpenXR](#) o3de/sig-graphics-audio#39

↑ 1

0 replies



mrmetaverse on Jan 11

Maintainer

Author

edited ▾

Open 3D Foundation

Join here: discord.gg/o3de

The screenshot shows the homepage of the Open Metaverse Foundation. At the top, it says "THE LINUX FOUNDATION PROJECTS" and "OPEN METAVERSE FOUNDATION". There is a "BECOME A MEMBER" button. The main background features a dark space-themed image with a large green grid sphere and a blue grid plane. The text "BUILDING AN OPEN, ACCESSIBLE, INTEROPERABLE METAVERSE FOR ALL" is displayed prominently. Below it, a description reads: "The Open Metaverse Foundation is home to an open, vendor-neutral community dedicated to creating open standards and software to support the open, global, scalable Metaverse." A "CONTACT US" button is visible. At the bottom, there is a section titled "Meet Our Foundational Interest Groups" with four circular icons: a person, a map, a camera, and a VR headset.

↑ 1

1 reply



mrmetaverse on Jan 11

Maintainer

Author

The linux foundation is a non profit. They want to work with other communities like OMI to collaborate and share information. Leveraging interest groups:

Meet Our Foundational Interest Groups



Users

User-focused objects and their connections to other systems

[LEARN MORE](#)

Transactions

Transfer of ownership and receipts needed to audit and verify objects

[LEARN MORE](#)

Digital Assets

Standardization of media & metadata for common usage of objects

[LEARN MORE](#)

Virtual Worlds and Simulations

Data models to enable cross-experience interoperability

[LEARN MORE](#)

Artificial Intelligence

AI usage in direct and indirect human or experience interaction

[LEARN MORE](#)

Networking

Protocols and distributed computing for network interoperability

[LEARN MORE](#)

Security and Privacy

Auditing and maintenance of security, privacy, DEI and safety

[LEARN MORE](#)

Legal and Policy

Core terminology, standards approach and legal considerations

[LEARN MORE](#)

mrmetaverse on Jan 11

Maintainer

Author

edited ▾

Call for assistance

- Looking for a volunteer to lead the open collective reporting.
- we will hold an election to vote you in

↑ 1

0 replies

Category

General

Labels

None yet

3 participants

