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glTF Working Group Meeting 3/10/2022 #71

robertlong started this conversation in **General**



robertlong on Mar 9, 2022 Maintainer

OMI glTF Working Group Meeting 3/10/2022

This meeting will be on 3/10/2022 at 10:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-glTF-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

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.

Agenda:

- Text Extension
 - [🟢 Proposal: dynamic text #62](#)
- OMI_audio_emitter
 - https://github.com/omigroup/glTF-extensions/tree/main/extensions/2.0/OMI_audio_emitter
 - Vote to advance to stage 3?
 - Discuss unifying OMI_audio_emitter and MSFT_audio_emitter
 - [🟢 Support WAV Audio in OMI_audio_emitter #70](#)
 - Picking up Blender Addon work again [🟢 Create Blender OMI_audio_emitter Addon #29](#)
- Collider extension check-in
 - [🔴 Add OMI_collider #63](#)
- Avatar Animation Retargeting
 - [🟢 Applying Animations Stored in a Separate GLTF #44](#)

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

0 comments

Category



General

Labels

None yet

1 participant

