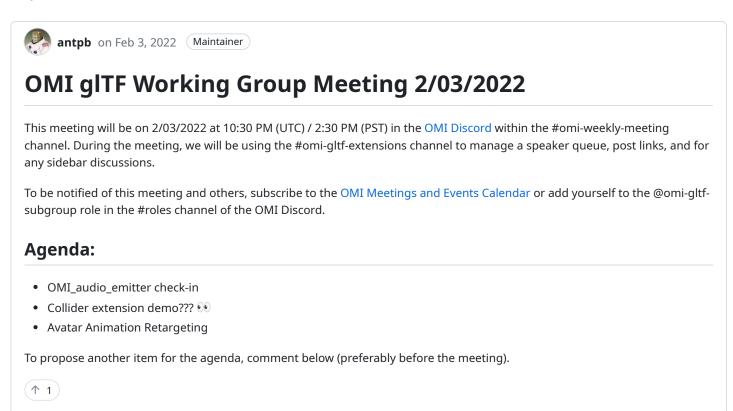


## glTF Working Group Meeting 02/03/2022 #55

antpb started this conversation in General



## 1 comment

Oldest Top Newest

edited •



robertlong on Feb 3, 2022 (Maintainer

**Avatar Animation Retargeting** 

- **!** Timplement SkeletonRetarget and overhaul some animation features godotengine/godot#56902
- Question: Should we reduce the scope of this standard to retargeting animations from a single skeleton type to a model with the same skeleton type or should we support retargeting across skeleton types?

## Collider

- https://blog.mauve.moe/slides/omi-gltf-colliders-intro/#1
- Compound colliders on children or array?
- What transform constraints should we impose for compound colliders or colliders in general?
- Where should trigger property go?
- We should come to the next meeting with examples of collider / physics / trigger situations and how we might define them using the spec.

**Audio Emitter** 

- We decided as a group to merge % Finalize Explainer docs #46
- We also merged the audio emitter draft into main
- Waiting on others to add themselves as contributors before we hold a vote to move to stage 2 next week.



0 replies

## Category



General

Labels

None yet

2 participants



