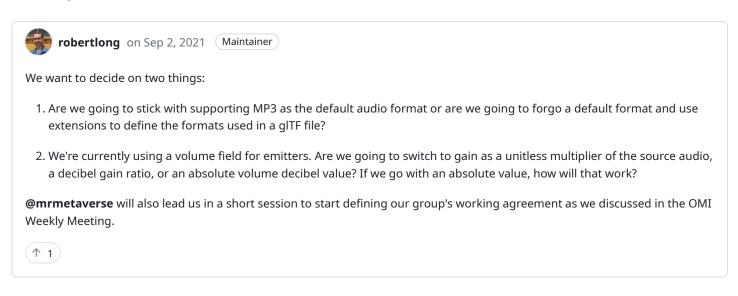


## OMI gITF Subgroup Meeting 9/2/2021 #14

robertlong started this conversation in General







The feedback from the meeting was that we will go with mp3 as the default audio format and future extensions may be used to add additional formats. However, we currently have no plans for additional extensions.

We found that we will want to make the audio emitter's source field optional to allow for required audio format extensions or future extensions that may provide other options for audio sources.

We also discussed audio loudness units and came to a general consensus that moving from a 0 - Infinity volume field to a 0 -Infinity gain field makes the most sense. It will be a unitless multiplier and can be converted to decibels in tooling/engines. For normalizing audio volumes in a scene, authoring tools should be responsible for adjusting gain based on their own heuristics.

Additional extensions may be authored down the line that will provide for "physical audio" definitions and can augment the audio emitter with the relevant fields.





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