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`<>` Code   ⊙ Issues **38**   ⑂ Pull requests   💬 **Discussions**   ▦ Projects **2**   ···

06/07/2023 Weekly Meeting 110 Notes/Agenda #396

mrmetaverse started this conversation in **General**

mrmetaverse 2 weeks ago   `Maintainer`   edited ⌄

Weekly Meeting 110 is happening on Wednesday, June 7, 2023 from 9:00 AM PST (16:00 UTC) - 10:00 AM PST (17:00 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

- 501c3 OC filing ⊙ **Vote passed: apply for 501c3 fiscal sponsorship under OC** #376
- ⊙ **Once 501c3 is in place, which grants do we want to apply for first?** #362
- ⑂ **OMI_collider and OMI_physics_body** KhronosGroup/glTF#2258 (comment)

UPDATES:

- MSF delegates
- Media group
- Avatar interop group
- GLTF group

- World Hops

↑ 1

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mrmetaverse 2 weeks ago   (Maintainer) (Author)

gITF

- active discussion happening to try to find common ground ⤵ **OMI_collider and OMI_physics_body** KhronosGroup/glTF#2258 (comment)
- conversation continued in a Khronos Group discussion today, more considerations were proposed by that discussion that neither OMI or MSFT teams had previously considered. This means the conversation could take more time. But it is happening 🎉

↑ 1   2 replies

mrmetaverse 2 weeks ago   (Maintainer) (Author)

- Owens point: complicated features like collision filtering and joints should be on the same spec
  - filtering is an important feature, and they have "never shipped a physics project without it"
- Aarons point: believes these features should be on a separate spec so they can be optional.
  - ex. filtering* defining which objects are allowed to collide with other objects. Can get complicated.
    - referred to as many things: MSFT calls it collision filtering, Godot calls it layers and nests, not every engine can support 24 layers, the default should be 0 layers.
  - scene can only have a limited number of layers
  - due to the ways it can be implemented, there will be a lot of edge cases, and we think this should be a separate spec.

mrmetaverse 2 weeks ago   (Maintainer) (Author)

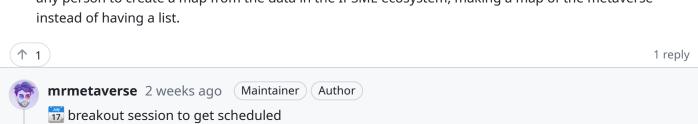please keep me honest with my summaries here 👆

mrmetaverse 2 weeks ago   (Maintainer) (Author)   edited ▾

Mapping the Metaverse

- jimmy6dof would like to help expand out the mapping the metaverse effort.
- keyframe is seeking help curating the webxr list, etc.
  - (side note from **@mrmetaverse**: can we automate the creation of webxr experience cards on xrshowcase.xyz? 👀)

- Dr. Kim Nevelsteen is working on a resource through IPSME so that any server can be added enabling any person to create a map from the data in the IPSME ecosystem, making a map of the metaverse instead of having a list.

↑ 1   1 reply

mrmetaverse 2 weeks ago   (Maintainer) (Author)

📅 breakout session to get scheduled

Category

💬 **General**

Labels

None yet

1 participant