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

11/30/22 Weekly Meeting 84 Agenda #320

mrmetaverse started this conversation in **General**

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mrmetaverse on Nov 30, 2022   Maintainer   edited ▾

Weekly Meeting 83 is happening on Wednesday November 30, 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:

- Interested in resuming our demo sessions?
- Fix roles if needed
- OMC updates
- 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.

Next week:

Demoing the OMI collider and physics body (in Godot!)

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

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8 comments · 7 replies

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mrmetaverse on Nov 30, 2022 (Maintainer) (Author)

.blend, the underrated interop file format?

↑ 1   👎 1   0 replies

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mrmetaverse on Nov 30, 2022 (Maintainer) (Author)

Introspective:

- It has been challenging to onboard newcomers in how they can help us
- Github isn't usually the tool the industry uses to collaborate
- How can we use more open tools like ✅ **Proposed migrations: Jitsi* and ProtonMail/Cal and Element/Matrix** #289

↑ 1   0 replies

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mrmetaverse on Nov 30, 2022   (Maintainer) (Author)

MSF -delegates

- No oversight meeting today
  - couldn't go forward with the fee structuring and tiering they were proposing
  - still tracking this ourselves
- reviewed draft charter of our own scope as MSF delegates
  - something to put on our readme as a template

↑ 1   0 replies

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mrmetaverse on Nov 30, 2022   (Maintainer) (Author)

UX-research

- targeting late Dec and early Jan for starting research and engagement
- have been reviewing prioritized concepts for problem statements
- seeking to take our research to other communities and platforms.
- we recognize it can be tough to gather the critical mass needed to be more effective
- working through our intent and strategy for now
- eager to get started, join us!

↑ 1   0 replies

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mrmetaverse on Nov 30, 2022   (Maintainer) (Author)

Media

- discussed some of the work at M3TV as inspo for work we could do together.

- looking to sync up again in the future with another field trip to virtual market and capturing content there.
- We are always interested in ways to get your open metaverse message out there. If we can boost your freetube/youtube or mastodon/twitter posts please reach out!
- migrating out of twitter engagement, where do we want to be engaged next? Generally, video has been a priority. Others are starting their own channels and podcasts as well.

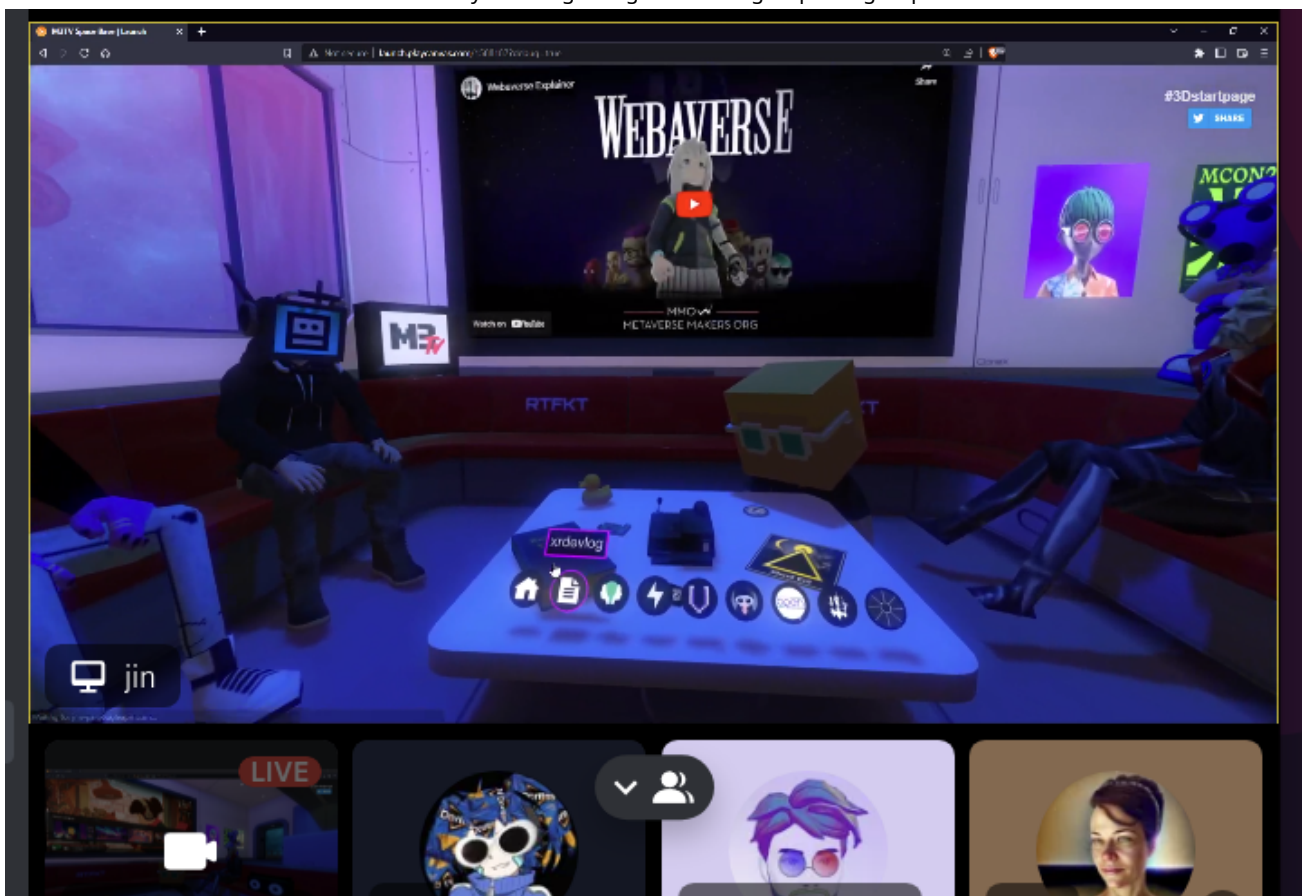↑ 1   0 replies

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mrmetaverse on Nov 30, 2022   [Maintainer] [Author]

M3 Avatar

- 3d website for aggregating various channels and links for different Metaverse communities

- can add an OMI one, just need a playlist!

-
- like 3d bookmarks!
- used playcanvas to work on avatars

↑ 1   3 replies

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)

"If OMI can put together a youtube playlist or video playlist I can add it to the experience!"

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)

Open Source Character Creator

![mrmetaverse] **mrmetaverse** on Nov 30, 2022   Maintainer   Author

MIT Licensed tool for putting on wearables in VRChat

TBD

![mrmetaverse] **mrmetaverse** on Nov 30, 2022   Maintainer   Author

Website group

- meeting at new cadence due to demand and schedules
- to update readmes ⊙ **Update Meeting time / frequency on readmes** website#61

↑ 1   0 replies

![mrmetaverse] **mrmetaverse** on Nov 30, 2022   Maintainer   Author

Discussions

- Interested in resuming our demo sessions?
- Fix roles if needed
- OMC updates

- This is a time to build. What can we build?
- Adding OMI to the Metaverse Street Jin demoed
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↑ 1   4 replies

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)   edited ▾

Playlist using sketchfab

- You can create playlists or collections on sketchfab very easily.
- May be able to re-use burning man art assets

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)   edited ▾

Co/Creating a virtual space

- a gathering spot
- a campfire spot as like a public commons

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)   edited ▾

Interested in resuming our demo/build sessions?

- Dr. Kim will be releasing a number of SDKs (starting with macOS) for IPSME
  - can be a great way of testing and exploring interoperability
    - i.e. teleportation via IPSME, etc.
    - a number of ideas for future use cases, like avatar interoperability through a translator that translates one avatar into its counterpart. Or asset transfer (as Dr. Kim demoed before with Doom and Minecraft!)
  - Feel it could be interesting to play with as a community, seeking testing, and wants to be a resource for the community.
  - Evo: Do you have a timeline? Let's schedule a video for the release of your SDK.
    - not yet
  - Evo: what are your main needs right now?
    - testing, exploration, comparisons
    - binding existing experiences together in new ways
- OMI collider and physics body
  - fully implemented in Godot engine
  - re-wrote physics body spec
  - a lot to talk about within this realm

mrmetaverse on Nov 30, 2022   (Maintainer) (Author)   edited ▾

OMC

- Jesse met with Jamil and Tania on Monday
- There was a tweet series that sparked some questions
- Pricing
- want to see watch parties in various platforms, and this requires coordination.
- we don't want to become hollow free-labor

Category

💬   **General**

Labels

`Consistently deliver …`

1 participant