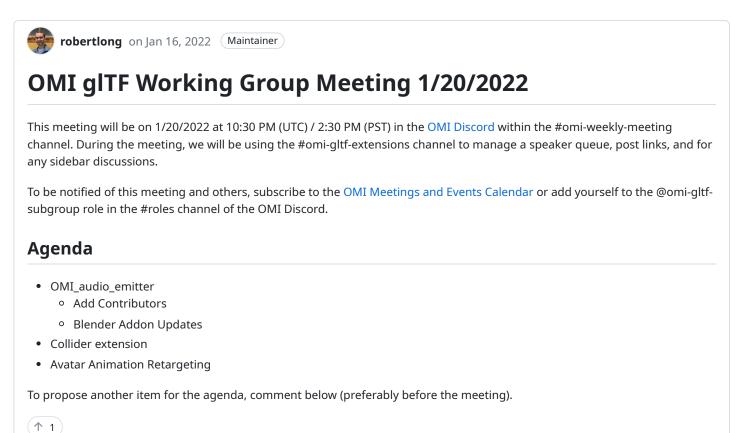


glTF Working Group Meeting 1/20/2022 #51

robertlong started this conversation in General





Oldest Newest Top



edited 🕶

Notes: mention of avatar humanoid style interop by Discord user tinyCornerstone. Mention of cataloging world by attributes like poly count, texture, filesize, bones, blend shapes, material count, rigging (rigging is a hard problem)



1 reply



robertlong on Jan 20, 2022 (Maintainer) (Author)

Spoke extracts some of this info on export for determining scene performance. You can relatively easily extract most of this info from the gITF file. Even in a glb where you can request just the JSON chunk of the file



Note on blender addon: Storing binary data from media (like audio/video) is difficult in Blender. May need to start smaller as a first pass. Mentioned in meeting agreement to move forward with glb only as the PR currently sits.



0 replies



antpb on Jan 20, 2022 Maintainer

edited -

Notes Collider:

Mauve mentioned: define collision boxes and decide physics at a later time.

iFire mentioned: needing rigid, rigid dynamic, custom in the collider spec (may be blocked by deciding approach)

Mauve mentioned: static/dynamic or another that defines collision boxes

Robert mentioned: we should document physics engines and prior work. Document shapes and bodies(rigidbody, softbody, etc) would be good to document approaches: bullet, NVIDIA PhysX, rapier, godot custom physics

Can we get to stage 4 without object visibility? Robert said yes.

Lyuma: we need an option to disable shapes or colliders from being actual colliders. Avoid blocking all collisions.

Robert showed two physics engines, Rapier and Unity

Rapier defines a shape of a body using colliders, different shapes available. All gets bundled to collider description which holds the position information. Enables triggers. Finds intersections.

Mauve mentioned: should stay as close to popular engine terminology for searchability relative to different implementations of OMI. fire mentioned we should document those terms from each engine.

Lyuma mentioned: Do bodies require a collision shape to be a child?



0 replies

Category



General

Labels

None yet

2 participants



