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2025-01-29 Weekly Meeting 196 #513

indiebio started this conversation in **Weekly Meetings**

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indiebio 2 days ago   Maintainer

Weekly Meeting 196 is happening on Wednesday, 29 January 2025 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar here.

We'll be meeting in the omi-weekly-meeting channel of the OMI Discord.
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

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check in, shootin' the breeze (add agenda points or notes as comments).
Demo's
working group updates: glTF, MSF, media, Virtual Worlds Museum, composable metaverse, experiments, brand strategy
add fun finds in the comments

Specific matters:

Debrief on Metaverse Legacy event in VRChat, cohosted with VRChatRU
Hubs instance? - moving forward, price of hosting, indiebio willing to cover this (with implications of ownership/ "dictatorship")
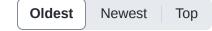metaverse wiki - find what is out there and collaborate.
Brand strategy
omi chair elections ....

~~continue~~ the OMI 2024 report and plans for 2025 - notes in #508 - if no one is going to help write, it's not going to get out.
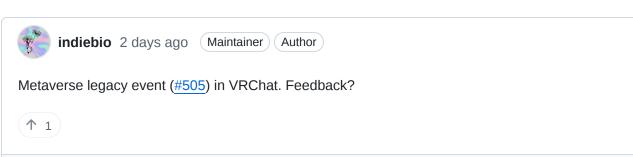
↑ 1

6 comments · 3 replies   **Oldest**   Newest   Top

indiebio 2 days ago   Maintainer   Author   edited ▾

Metaverse legacy event ([#505](#505)) in VRChat. Feedback?

↑ 1   3 replies

indiebio 2 days ago   Maintainer   Author

indiebio:

I'm not a fan of having an event in VR, and I think VRChat is too inflexible. It may be a function of the specific world, but we were not able to dynamically pull in websites or presentations, only images. VRChat does have a non-VR option, but it does not run natively on Linux, and I needed Proton to have it run through my Steam. Not ideal.

For an event that is supposed to be easy, informal and low-friction it was way too much work.

I am keen to host another one - emergent location based games, provisionally on 25 Feb, but am considering a Hubs instance for that, hence the priority of getting that moving.
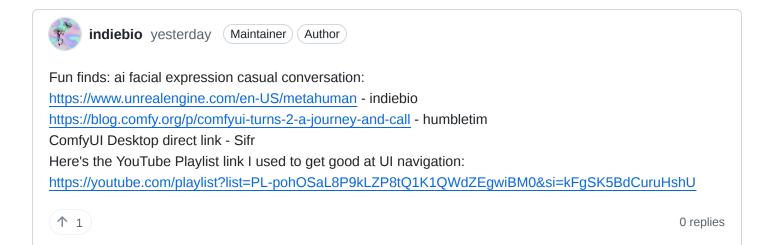
indiebio 2 days ago   Maintainer   Author

OMI blog draft: https://pad.degrowth.net/AmPhF5LGSbWItmFoXK8YHQ?both

indiebio 2 days ago   Maintainer   Author

Important conversation ongoing about multi-lingual events:

https://discord.com/channels/887789163045335081/1316333057242038324/1333878725749506149

indiebio yesterday   Maintainer   Author

Fun finds: ai facial expression casual conversation:

https://www.unrealengine.com/en-US/metahuman - indiebio

https://blog.comfy.org/p/comfyui-turns-2-a-journey-and-call - humbletim

ComfyUI Desktop direct link - Sifr

Here's the YouTube Playlist link I used to get good at UI navigation:

https://youtube.com/playlist?list=PL-pohOSaL8P9kLZP8tQ1K1QWdZEgwiBM0&si=kFgSK5BdCuruHshU

↑ 1   0 replies

indiebio yesterday   Maintainer   Author   edited ▾

glTF: conversation about size of spec's:

Khronos seems to want to include everything (say related to physics) in one spec, but we feel smaller may be better

https://discord.com/channels/887789163045335081/887789163045335087/1332695542651682856
ongoing work on sky spec, work on more than one sky so one can select them.

↑ 1   0 replies

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indiebio yesterday   (Maintainer) (Author)

Here's a wonderful concept video from Niantic of AI agents in the future interacting with the real world through AR glasses:

https://www.linkedin.com/posts/keiichi-matsuda-914b5214_how-will-ai-agents-change-the-way-we-live-activity-7288609214720077824-nqFx?utm_source=social_share_video_v2&utm_medium=android_app&utm_campaign=copy_link

↑ 1   0 replies

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indiebio yesterday   (Maintainer) (Author)

Metaverse legacy feedback:

the topic was fine but it would have been even more interesting to hear about the people presenting and their stories. Could be fun to think about showcasing interesting people from different countries, who are maybe not so well known outside of their country.

↑ 1   0 replies

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indiebio yesterday   (Maintainer) (Author)   edited ▾

fun find - Lyuma:
This is really inspiring:

from perapera
I made a system that can bring 3D models from PlayCanavs (a WebGL game engine) to VRChat! All loaders use Voyage's loader!
https://galbi-sdk-docs.pages.dev/en/

iIn case the implications aren't obvious, it is automatically synchronizing a shared PlayCanvas URL in real time and using glTF format to load content into VRChat. And due to using PlayCanvas, there is also collaborative editing.

The interesting thing here is this implies the same URL could be loaded in any metaverse platform that can download URLs and read glTF.... and synchronized in real time there as well.

Of course, avatars and voice would only be visible within one metaverse instance, but the world itself would be free to evolve in real time using open standards, synchronized across multiple metaverse platforms

So... the challenge I bring forth to OMI is... does someone want to try making a cross platform OMI hub on PlayCanvas (following the tutorial above and using the Galbi SDK), and if someone can build the same loader in a gltf capable engine such as Godot, we could attempt a cross platform home world (which for VRChat users would require copy pasting a URL into the Galbi SDK World to load it)

↑ 1   0 replies

Category

Weekly Meetings

Labels

None yet

1 participant