

2023-11-15 Weekly Meeting 133 Notes/Agenda #427

indiebio started this conversation in **Weekly Meetings**



indiebio last week

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Weekly Meeting 133 is happening on Wednesday, 15 November, 2023 from 9:00 AM PDT (16:00 UTC) - 10:00 AM PDT (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're glad you're here. What do you like doing?

We welcome you to introduce yourself in the 🗨 omi-weekly-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:

0. Teleport protocol

1. Meeting time, can we decide and confirm the changed weekly community meeting time and day?

All the people (7) who filled in the <https://www.when2meet.com/?22173204-dBuvH> can make Mondays, 9:00 AM PDT (16:00 UTC) (so same time as today, but on a Monday)

2. Visualising our knowledge (reminder, stand over for next week?)

Working groups check in:

3. glTF:

related, emailed people, got a response "Can I ask what "glTF related things" are? I'm unfamiliar with that acronym." Do we have a blurb? I just sent <https://github.com/omigroup/glTF-extensions#omi-glTF-vendor-extensions> and <https://registry.khronos.org/glTF/specs/2.0/glTF-2.0.html>

4. Media - indiebio has access to the socials! (Mwuhaha) - discuss strategy, access, how intense do we want to be about it in media meeting after this meeting. Agenda: [Media sync meeting 15 November 2023 media#68](#)

Standing issues

5. What do you want from OMI? How can we as a community change how we do things or improve to serve your needs?
Three weeks ago we introduced ourselves again - [2023-10-25 Weekly Meeting 130 Notes/Agenda #423](#) (reply in thread)
6. Fun finds in the past week or so

Past issues

Weekly game night progress? Still to do - look at what is out there already and join up with that. Make an itinerary. e.g. look at <https://devpost.com/hackathons>

Share the note on why glTF is important, get involved (still needs edits) <https://hackmd.io/@indiebio/get-involved-glTF-Physics>

Virtual worlds museum crowdfunder now live: <https://www.indiegogo.com/projects/virtual-worlds-museum-webxr-exhibit/x/1781915#/>

Past meeting: https://hackmd.io/@XR/omigroup/https%3A%2F%2Fhackmd.io%2F%40XR%2Fomi_10-12-23 and [#426](#)

↑ 1

5 comments · 6 replies

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Fun finds - add your stuff here!

If this is NOT suited to sharing on the socials, please indicate this clearly.

↑ 1

2 replies

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On community management: <https://hackerspace.design/>Cool book: <https://www.amazon.com/Rebel-Girls-Gamers-Tales-Gaming/dp/1953424465>**indiebio** last week

Author

meticulac:

<https://prokopetz.tumblr.com/post/733442021085380608/hi-mr-prokopetz-im-a-big-fan-apologies-if>

It's probably not that directly applicable as an OMI-related toolchain, but it seems nice as an example of an author making a canonical version of something and exporting it to multiple other formats, and the difficulties presented in that, which could be useful to look at when working toward interoperability.

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Author

1. Meeting time

7/7 Available

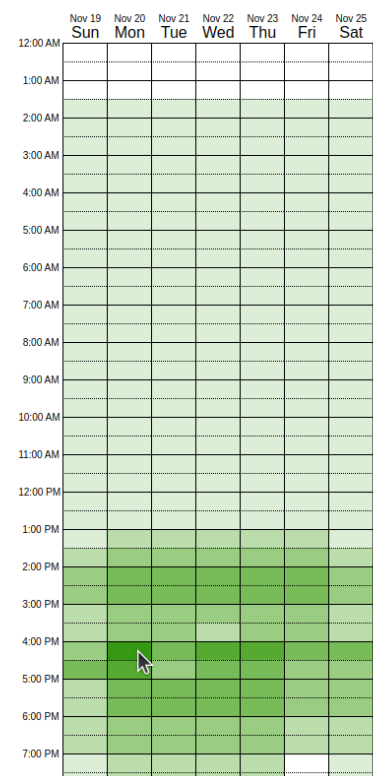
Mon 20 Nov 2023 04:15:00 PM -01

Available**Unavailable**

Aaron Franke
avatarJoy
fire
indiebio
jimmy6dof
sifr
solosolipsist

Group's Availability

1/7 Available 7/7 Available
Mouseover the Calendar to See Who Is Available



↑ 1

0 replies

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0. Teleport protocol - Roderick

↑ 1

2 replies

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<https://docs.teleportvr.io/>

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For OMA3 progress, there's this: <https://github.com/oma3dao/iwps-rfp>
www.oma3.org
<https://docs.google.com/document/d/1NesDo6c7EtS1wxkD4DGv-LiE0f3nr7HewMC58mEVLV4/edit?usp=sharing>

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3. <https://github.com/KhronosGroup/glTF#overview> - write for non-technical audience, 3D format fpf thingies.
Also link to "getting involved"
glTF is extensible so we can add additional data - data that would typically only be added inside a game engine.

↑ 1

1 reply

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key to gltf is it's meant to be a "target format", rather than one mainly for editing.

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Why are you here? What's in it for you? How can we help you get what you want? What can be better?

↑ 1

1 reply

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- SoloSolipsist: wrap my head around all the interoperability efforts. The interaction between real world and virtual world. Currently building a product. Looking for use cases, what are people trying to accomplish, what are challenges, big opportunities? Could be better for me would be visibility / prioritization of work items for the standards efforts

- indiebio: needed to find the missing puzzle pieces to make what I see in my head. And found people to help!
- jimmy6dof: all things 3D to improve human-computing interface. convergence with hardware and software capabilities makes the metaverse possible. Lot of low hanging fruit now possible. Want to see events accelerate. More emphasis. More action. Events and OMI can be a connecting fibre between the different groups and the general public.
- Roderick: missing protocol for a spatial internet. OMI is one of the places where that can be brought together. Make sure that we're building the right thing. Might need a working group for the protocol with regular meetings - oma3 has meetings. but different community - more blockchain oriented. Communities need to work together. Start with a general page like we said for glTF?
- iFire: energise people, if people do stuff, tell other people about it.
- aaronFranke tired of content locked to proprietary stuff. just accessible in a Unity or <> packages. Want to champion interoperable formats. We need more! MOAR! More people getting involved, more standards.
- Gary: junior level tech project consultant, drafting a Metaverse project proposal in a very small scale; basically, a tip of iceberg. It's my responsibility to incorporate some suggestion on Metaverse standard from perspectives such as the actual ecosystem or avatar into the project proposal; therefore, I am obligated to contribute the cause toward the construction of such standard.
- Mtv969 - music in the metaverse. Wants to participate in the future of social media, in the future of sustainability. More participation, focus, structure to build systems that encourage people to work together. Having conversations, telling stories.
- gZ0gj5SjQ: I come here mainly to see/witness the overall progress of the metaverse being built :D
- KEYFRAME: mapping virtual world platforms & want to create a 3D visualizer. digital museum of Virtual Worlds (2024) with the mission to EXPLORE, PRESERVE, and INSPIRE <https://www.virtualworlds.museum/mapping>. Want to connect, need more support. I'm looking for ambassadors (world builders) of each of the 3D platforms... please reach out if interested to launch a Working Group
- Meticulac: I like reading about file formats and protocols in general, and appreciate the independent publishing of media, so I guess what I'd most like to see is the former presented in a way that facilitates the latter.

Category



Weekly Meetings

Labels

None yet

1 participant

