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glTF Working Group Meeting 3/03/2022 #69

[robertlong](#) started this conversation in **General**



[robertlong](#) on Mar 3, 2022 Maintainer

OMI glTF Working Group Meeting 3/03/2022

This meeting will be on 3/03/2022 at 10:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-glTF-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-glTF-subgroup role in the #roles channel of the OMI Discord.

Agenda:

- Text Extension
 - [🟢 Proposal: dynamic text](#) #62
- OMI_audio_emitter
 - https://github.com/omigroup/glTF-extensions/tree/main/extensions/2.0/OMI_audio_emitter
 - Vote to advance to stage 2/3
 - Picking up Blender Addon work again [🟢 Create Blender OMI_audio_emitter Addon](#) #29
- Collider extension check-in
 - [🔴 Add OMI_collider](#) #63
- Avatar Animation Retargeting
 - [🟢 Applying Animations Stored in a Separate GLTF](#) #44

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

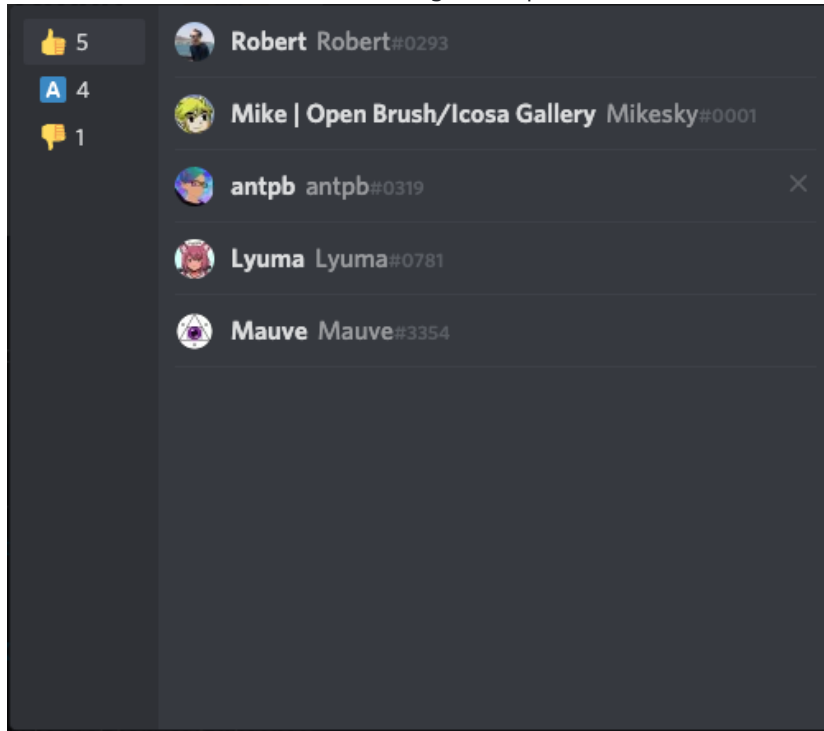
3 comments

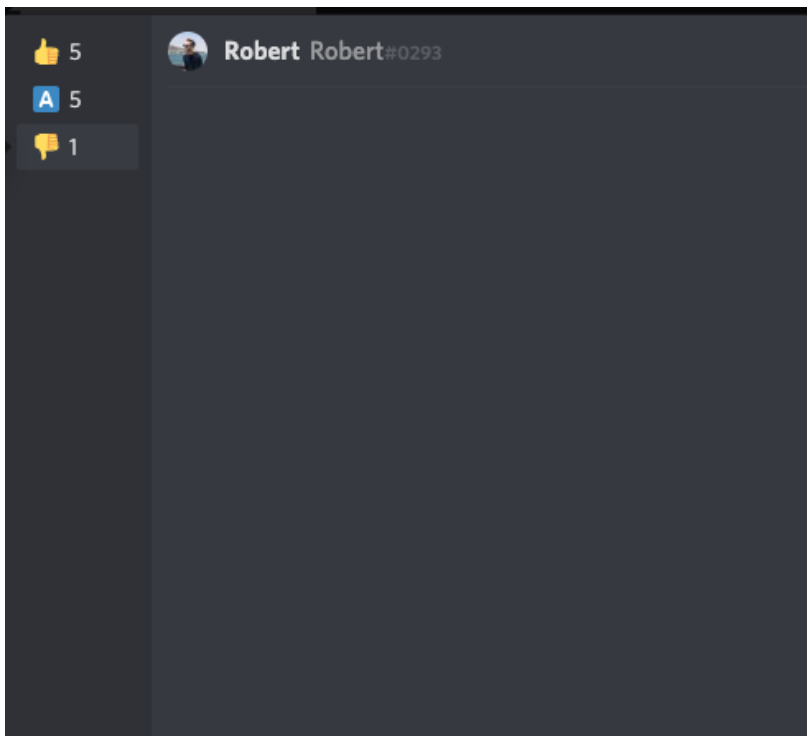
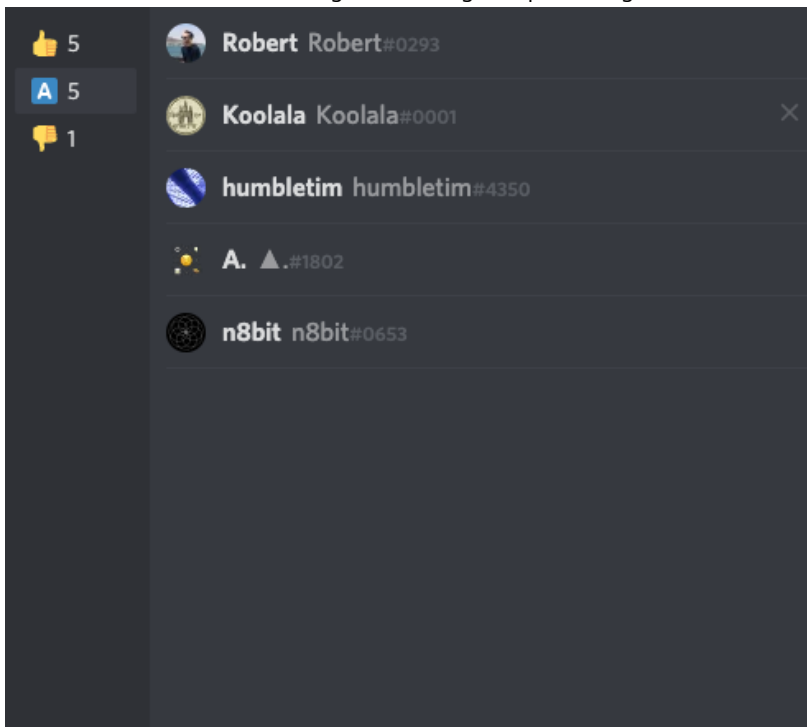
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[robertlong](#) on Mar 3, 2022 Maintainer Author

Vote to move OMI_audio_emitter to stage 2 has passed





↑ 1

0 replies



robertlong on Mar 3, 2022 Maintainer Author

OMI_collider

- Mauve to split out OMI_physics_body extension from PR and we'll focus on OMI_collider first
- OMI_collider will get a trigger property
- We will avoid specifying default behavior of OMI_collider beyond stating that it is a static collider for now

↑ 1

0 replies

**robertlong** on Mar 3, 2022

Maintainer

Author

edited ▼

Avatar Animation Retargeting

- Blender glTF exporter will support exporting animations separately from the skinned mesh [🔗 Fix #822 Export Armatures without skinned mesh](#) KhronosGroup/glTF-Blender-IO#1582
- How do we get people to a state where they can publish glTF animations that can target a specific skeleton?
- Start with remapping animations against VRM based on bone name?
- Maybe we can start by documenting the process of animation remapping and publishing on omigroup.org/GitHub.

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

