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2025-10-21 Weekly Meeting 234 #560

indiebio started this conversation in **Weekly Meetings**

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indiebio 2 days ago   `Maintainer`   edited ▾

Weekly Meeting 234 is happening on Tuesday, 21 October 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, meta-org (incl Khronos, MSF...), media/curators, Virtual Worlds Museum™ and The Teleportal, composable metaverse, forum/experiments,
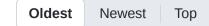add fun finds in the comments

Specific matters to discuss

- Tax deductible legal entity... Money matters! - now written up: https://github.com/omigroup/omigroup/wiki/Metaverse-Money-Matters
- proposals for the OpenSimulator Community Conference https://conference.opensimulator.org/call-for-proposals/
  Panel conversation hosted by OMI - topic? suggested: "nurturing the health of a metaverse ecosystem"
  forum to discuss: https://discord.com/channels/887789163045335081/1427702382086586409
- to discuss: is OMI as a group more philosophical / big picture than action? Not a bad thing, may be an interesting angle to claim.
- related, should we have a page "what others say about us?"

↑ 2

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6 comments · 1 reply

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indiebio 2 days ago   (Maintainer) (Author)

We're probably more philosophical, but we want people to do action more, how do we do that?
As part of our mission: "We bolster the community-building projects that seek to define and build the Metaverse... "
Sharing our ongoing work, is one...
money would be nice

↑ 1   0 replies

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indiebio 2 days ago   (Maintainer) (Author)   edited ▾

glTF - OMI meeting a bit quiet. Khronos progress is ~~redacted~~ :)

↑ 1   0 replies

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indiebio 2 days ago   (Maintainer) (Author)

tangentially: make a honeypot channel to ban bots.

↑ 1   0 replies

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indiebio 2 days ago   (Maintainer) (Author)

Remember MAD magazine? Maybe we should revive it, the MAD metaverse, a metaverse art zine type of thing
https://en.wikipedia.org/wiki/Mad_(magazine)

↑ 1   0 replies

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indiebio 2 days ago   (Maintainer) (Author)   edited ▾

Demo by zodiepupper: new method to project projector, raycast

Aiming for a collaborative environment for the glTF ecosystem. But there are security risks.|

other notes: important to have the UI work with only one hand!

↑ 1   1 reply

indiebio 2 days ago   (Maintainer)   (Author)

Side conversation:

Lots of Pre-made gltf assets are not practical for actual usage in any metaverse development. Cleaning up is impossible.

Has any alternatives to improve this been discussed?

Or is it a matter of training people to create the assets in a different way?

Gary: Many people created gltf assets without the thought of the standard measurement despite gltf being a standard format itself.

indiebio: so it sounds like a "good practice training" may help

"things to think about when you're creating assets for the Metaverse"

Gary: Three major game engines have their own units for measurement and scaling if a 3D object is natively made, but pre-made assets are not scalable after they are imported in.

funksoup 2 days ago   (Maintainer)

Re: [Money matters](#) - For the wishlist item of wanting more accountants, what if we create a partnership with a university wherein we could get 'fractional accountants' who are basically interns (maybe paid via a small stipend) that in exchange, can get credit through their university. My friend is an accounting professor at a university, and she's also involved with the innovation team there, so I'm betting they might be open to this.

↑ 1   0 replies

Category

Weekly Meetings

Labels

None yet

2 participants