omigroup / **gltf-extensions**   Public

<> Code   ⊙ Issues 8   ⊟ Pull requests 4   💬 **Discussions**   ▶ Actions   ···

OMI glTF Working Group Meeting 2/2/2023 #140

robertlong started this conversation in **General**

robertlong on Feb 2   Maintainer   edited ▾

This meeting is on 1/26/2023 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:

- We discussed https://openmv.org (Open Metaverse Foundation) and how we can synergize with their efforts. Should we make a showcase of our projects to open up a broader discussion?

- jin - proposals how to make our specs and work more accessible to others. showcase gltf models

- Review pull requests https://github.com/omigroup/gltf-extensions/pulls

- EXT_skin_humanoid

- OMI_personality proposal #133 - may postpone because ant couldn't make it this week.

- OMI_link

- OMI_spawn_point

- Review MSFT_physics

  - Replace `isKinematic` with a string enum for the body type eoineoineoin/glTF_Physics#4
  - Remove the `centerOfMass` property eoineoineoin/glTF_Physics#5
  - Remove the `isHollow` parameter from collider shapes eoineoineoin/glTF_Physics#6
  - Define explicit units for all relevant properties eoineoineoin/glTF_Physics#7

- Licensing Extension https://twitter.com/superhoge/status/1596757861882740736

- KHR_audio / Khronos feedback

  - gltf-sample-assets

- Third Room Extensions

- glXF

- Show and tell

- Create next weeks agenda

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

↑ 1

3 comments · 1 reply

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robertlong on Feb 2   Maintainer   Author

UnityGLTF

- Progress made on UnityGLTF conformance and extension API
- Published PRs for those fixes https://github.com/prefrontalcortex/UnityGLTF/pulls

Matrix Specs under development

- ⚡ **WIP GLTF extension documentation** matrix-org/thirdroom#469
- Implementations in Third Room Unity Exporter https://github.com/matrix-org/thirdroom-unity-exporter

Lightmap Specs

- MOZ_lightmap
- MX_lightmap
- needle_lightmaps

↑ 1   1 reply

madjin on Feb 2   Collaborator

I'm working on documentation and examples for glTF based lightmaps here (WIP):

- https://github.com/madjin/lightmap-tests
- https://hackmd.io/@XR/rkx6PV7nj

robertlong on Feb 2   Maintainer   Author

Cross Community Open Metaverse Expo

- Feb 17th and onwards
- 💬 **Showcase / Expo of OMI glTF Extensions** #139

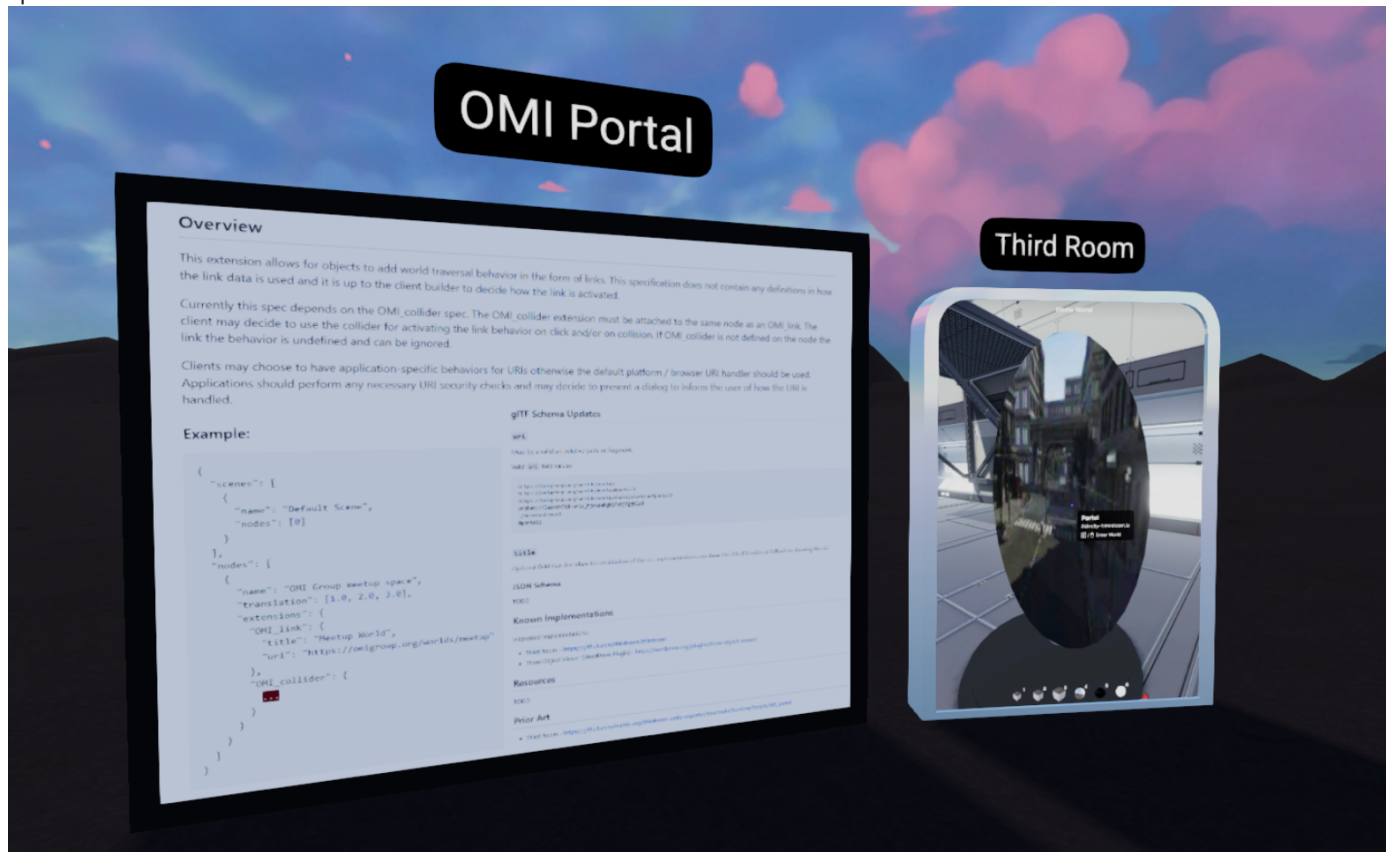↑ 1   0 replies
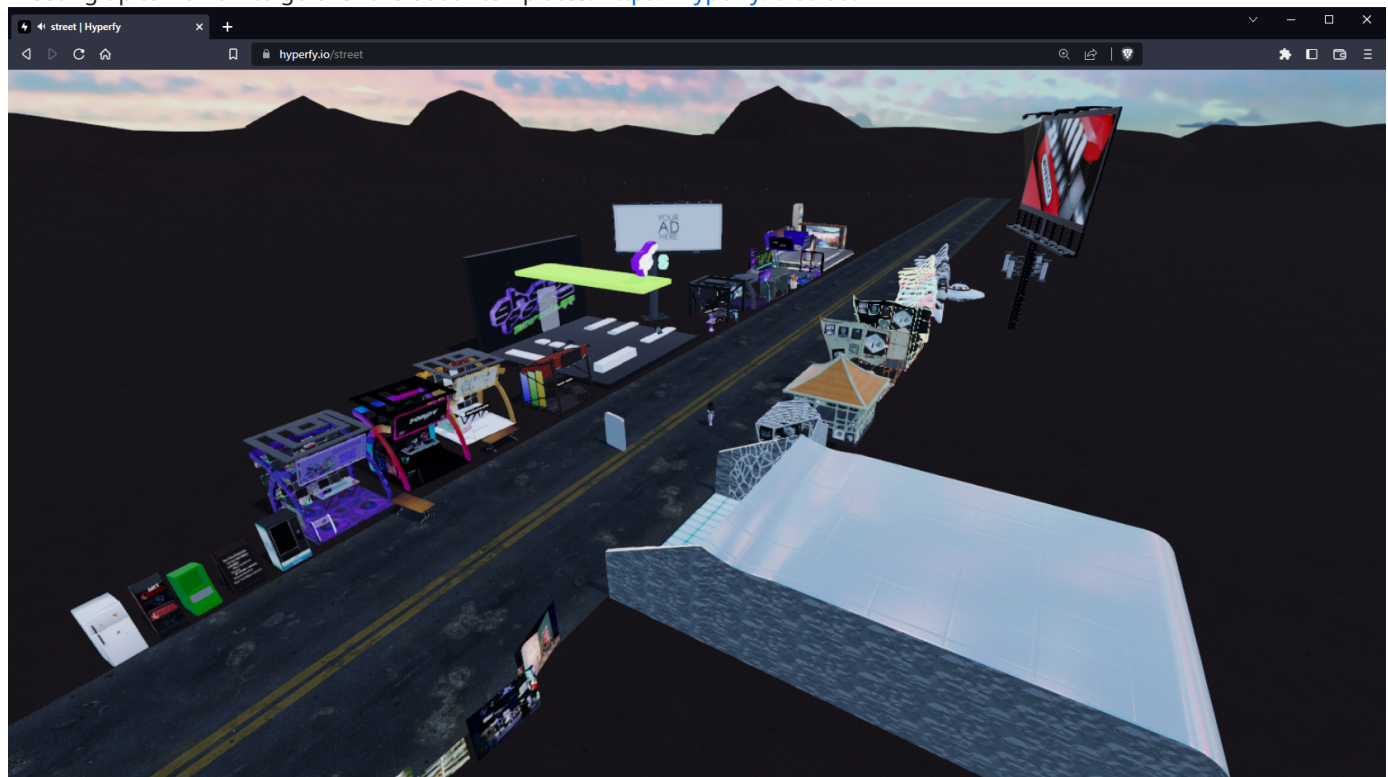
madjin on Feb 2   Collaborator

Metaverse Interop Community Showcase / Expo

Last week we discussed ideas for showcasing gltf-extensions activities / projects as booths sorta like a living blog or knowledge space

@antpb is working on booths, here's one he made for personality extension that will later be templatized
https://user-images.githubusercontent.com/32600939/216471691-c423d474-1761-41b5-978f-2fdd74511f91.mp4

Meeting up tomorrow to go over the booth templates: https://hyperfy.io/street

Can download booths here: https://github.com/NEON-BUIDL/booths and via Sketchfab: https://sketchfab.com/m3org/models

Similar to vket this event will be weeks long with opportunities sprinkled in to host panels / talks / presentations

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

2 participants