

2024-05-22 Weekly Meeting 160 Notes/Agenda #470

jimmy6DOF started this conversation in Weekly Meetings



jimmy6DOF 2 weeks ago

Weekly Meeting 160 is happening on Wednesday, 22 May 2024 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

(Public holiday in some parts)

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

Check in, welcome

- · MSF Avatar et al workgroup updates
- VRF as a Standard (or something new and more formal body)
- · OMI and standards discussed options for hosting examples
- · Interviews and Project bumping
- Keyframe and Virtual Museum hub plan and set up git/discord to coordinate activities
- (also do feature blog post)

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DISCUSSION COMMENTS:

aaronfranke - Godot Engine — Today at 8:41 PM

V-Sekai (open source VRChat clone in Godot)

https://v-sekai.org/

Code: https://github.com/V-Sekai/v-sekai-game

The Mirror (open source real-time Roblox/Gmod clone in Godot)

https://in.themirror.space/

Code: https://github.com/the-mirror-gdp/the-mirror

KEYFRAME — Today at 8:31 PM

more info on Hubs https://hubsfoundation.org/

This conversation sounds like I'm doing with Museum Hubs

jimmy6dof — Today at 8:18 PM

or co-develop get behind some kind of almost standard efforts like

https://xrdna.io/

https://xrfragment.org/

Gary — Today at 8:18 PM

As far as content making, there is no set rule for reality in terms of what is good and what is bad. Using text or words in VR development has been long considered bad practice due to pixilated text. However, the practice is changing as developers work on creating specialized typefaces and high resolution been offered by future developed hardware set.

TODO update member profile there.

Virtual Museum on Pro Tem basis (Github+Discord -see -omi-experiments thread) Consider OMI World(s) as showcase places



0 comments

Category



Weekly Meetings

Labels

None yet

1 participant

