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OMI glTF Subgroup Meeting 8/19/2021 #9



robertlong started this conversation in **General**



robertlong on Aug 19, 2021 Maintainer

edited ▾

Agenda:

-  **OMI glTF Extensions Brainstorm #7**
-  **OMI_audio_emitter #1**
- OMI glTF Transform Update
- glTF Subgroup Working Agreement

↑ 1

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robertlong on Aug 19, 2021 Maintainer Author

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To Do:

- Send tweet out to get help with Audio in Unreal/Unity

Notes:

- OMI extension glTF import and export in Blender
 - **@humbletim** interested in working on this. Looking for others to help out.
 - Existing PR:  **Importer add-on support (Import hooks)** KhronosGroup/glTF-Blender-IO#1377
- Editing of OMI extensions in Unity/Unreal/Godot and export
 - Looking into various Unity glTF importers/exporters that have extension support
 -  **[Question] Extension/Plugin Architecture** atteneder/glTFast#226
 - <https://github.com/vrm-c/UniVRM>
 - <https://github.com/prefrontalcortex/UnityGLTF>
 - Unreal Options
 - <https://www.unrealengine.com/marketplace/en-US/product/glTF-exporter>
 - <https://www.unrealengine.com/marketplace/en-US/product/glTFruntime>
 - Godot
 - <https://godotengine.org/article/introducing-the-godot-glTF-2-0-scene-exporter>
- If you're interested in helping out with writing the first draft of the working agreement, comment below or send me a message on discord. I'm planning on writing it up on Tuesday afternoon PDT.

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

