

omigroup / gltf-extensions Public[Code](#) [Issues 8](#) [Pull requests 4](#) [Discussions](#) [Actions](#) ...

# glTF Working Group Meeting 11/4/2021 #31

robertlong started this conversation in **General**



robertlong on Nov 4, 2021 Maintainer

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## Agenda

- Ratification Process
  - Vote on the 4 Stage Proposal
    - [4 Stage Proposal Process and Support Table](#) #23
- Update on Implementation Status
  - Spec
    - Need to add markdown explainer
    - Publish blog post advertising the OMI\_audio\_emitter ecosystem
  - omi-gltf-samples-repo
  - three-omi
    - Stable and up to date
    - Transitioned to typescript
  - Third Room
    - Support is finished and merged: [Feat/Audio Emitter](#) matrix-org/thirdroom#17
  - Unity
    - [Evaluating Unity3D GLTF plugins for adding OMI extensions](#) #11
    - Got a responses back about glTFast:
      - [glTF Working Group Meeting 10/28/2021](#) #30 (reply in thread)
      - [\[Question\] Extension/Plugin Architecture](#) atteneder/glTFast#226 (comment)
    - Discussion in Discord in the last week (need a summary)
  - Godot
    - [Move glTF scene loading to core to allow for run-time loading](#) godotengine/godot-proposals#3273
    - [Ignore format flags when validating the blend shape mask](#) godotengine/godot#53738
    - [glTF2 use alpha, alpha to coverage and depth prepass](#) godotengine/godot#52407
    - [Add gltf import buffer.](#) godotengine/godot#52541
  - Blender
    - [notes on using blender custom properties to define ad hoc glTF node extras](#) #26
    - [prototype autodetection and UI experiments](#) omi-blender-gltf#1
  - VRChat
    - Blocked on OMI Unity glTF Editor Import
  - Altspace
    - Blocked on OMI Unity glTF Editor Import
  - Neos
    - Looking into MP3 player support and accessing proper data on scene nodes
  - Hubs
    - PR submitted to Hubs repo [OMI Audio Emitter](#) mozilla/hubs#4741
  - glTF Validator
    - Up to date with the latest spec

- glTF Transform Tool
  - Up to date with the latest spec
- Stereo Kit
  - Waiting on an update from Nova
- Next extensions
  - When is it appropriate to start working on these?
  - What resources would make this process easier?
    - File issues for various resources needed
  - What proposals would people like to see most?

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1 comment · 1 reply

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robertlong on Nov 4, 2021

Maintainer

Author

edited ▾

## Notes

- Unity
  - Made our own OMI fork of glTFast <https://github.com/omigroup/glTFast>
  - Need to chime in on [🟢 \[Question\] Extension/Plugin Architecture](#) atteneder/glTFast#226
- Godot
  - 3.4 should be out tomorrow
  - Need to see what glTF import/export features are a part of that release
- Blender
  - Import and Export plumbing mostly there
  - Not exporting bufferView or moving audio files to export path, everything else basically working
  - Needs testing afterwards
- 4 Stage Proposal Process
- Passed and merged into the repo
- [OMI\\_texture\\_materialx](#)
  - 🚧 [Standalone gltf](#) V-Sekai/godot\_material\_x#1
- Group is ready to start working on additional extensions
  - <https://github.com/omigroup/glTF-extensions/discussions>

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1 reply



fire on Nov 9, 2021

Collaborator

I have updated the url to [https://github.com/fire/glTF/tree/materialx/extensions/2.0/Vendor/OMI\\_texture\\_mtlx](https://github.com/fire/glTF/tree/materialx/extensions/2.0/Vendor/OMI_texture_mtlx)

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### Category



General

### Labels

2 participants

