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## 2024-07-17 Weekly Meeting 168 Notes/Agenda #478

indiebio started this conversation in Weekly Meetings



indiebio 2 days ago Maintainer

edited ▾

Previous two weeks were informal chit-chats, not documented or recorded, but they did happen! :)  
Agenda:

LinuxFoundation feedback

fun finds from jin's MSF work

Ready Player One white paper discussion - event in a few hours

<https://lu.ma/rufzdqx4> RP1 doing a virtual event today

also host a space

meticulac idea: For anyone looking to promote their virtual world system, I've been wondering if it'd make sense to look for people who run smaller Twitch channels that might be interested in playtesting on stream. I don't run a stream myself, but I figure it could work out pretty well:

For the streamer, having a dev team watching you try out their work not only means a few more viewers, but also more active chatters since they're likely asking questions about it. And for the virtual world developer, you not only get a bit of an audience from other people watching the stream, but live feedback with video that can help root out any problems they run into.

It'd be pretty important to try and avoid getting your whole metaverse game banned from Twitch for content reasons like Second Life was, but VRChat has managed to remain in the clear for a while, so it's not insurmountable.

 1

5 comments · 4 replies

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indiebio 2 days ago Maintainer Author

Linux Foundation feedback:

Regarding OMF, as you know, the project was halted due to a lack of membership funds. To restart OMF, we would require five premier members to join. Until that happens, OMF will remain an unfunded, archived project.

However, I have some good news for you regarding the other projects you mentioned that you wanted to potentially host under OMF. We have several options for hosting projects under the LF, including community projects and community projects with funding. [Here you can find more information](#) on those options; we always welcome new projects and I'm happy to put you in contact with someone if you want to explore that further.

I know you were very much interested in getting OMF back on its feet, but I hope having other options for those additional projects is a good compromise.

Please let me know if you have any questions and as always please don't hesitate to reach out.

↑ 1

1 reply



**indiebio** 2 days ago

Maintainer

Author

I don't know the \$ value of premium membership, but I imagine it will be a LOT, looking at who the existing ones are <https://www.linuxfoundation.org/about/members> So I think this is a way of them to say, it's not going to happen. But the projects is promising.



**indiebio** 2 days ago

Maintainer

Author

Ready Player One white paper discussion - event in a few hours: <https://lu.ma/rufzdgx4> RP1 doing a virtual event today  
Whitepaper link: <https://www.rp1.com/whitepaper>

Kim Nevelsteen comment: [https://x.com/knev\\_phd/status/1812741831320338922](https://x.com/knev_phd/status/1812741831320338922)

also host a space for discussion - expect next Thursday at the usual meeting time.

↑ 1

1 reply

**indiebio** 2 days ago

Maintainer

Author

edited ▾

Some conversation about the whitepaper:

RP1 seems to focus on the development of scalability.

Scale is imminent problem for metaverse development yet to be resolved. When users open a web browser, they all access the same website simultaneously, but how users access a single activity simultaneously in metaverse.

Haven't we already solved this problem through sharding? MMO video games have been using that technique for years. Even static web sites aren't "the same website", but regionally specific, served from a local edge.

<https://lu.ma/rufzdqx4> see for yourself / talk to team, starts 90 mins from now via any webxr compatible browser  
AWE Virtual Afterparty · Luma

The show goes on!

Connect, network, and follow-up with other industry experts in RP1's prototype metaverse browser. Open to all AWE attendees, and XR industry...

AWE Virtual Afterparty · Luma

I am not familiar with method sharding. MMO games are networked but not metaverse enabled so a new way of scale must be created for metaverse. RP1 so far is testing out a paradigm network architecture to run on the web which is low cost, and big number of users are able to access all virtual worlds on the web without running a native app of the sort. They had their first demo involves 4000 users on a single server to virtually travel one kilometer distance recently.

fair criticism re: high level, non-specifics, questionable claims

4k users is possible today on a single server. Show me 4M users in an instance and I'll pay attention

as a nerd, not much that interests me

**indiebio** 2 days ago

Maintainer

Author

jin progress - attended MSF meeting, shared some insights,

also <https://twitter.com/kolibri13/status/1809922563109257620>

You are viewing Forum: Neil Trevett's screen

REC

View Options

## Project Constellation: AI and XR Driven Collaborative Tools

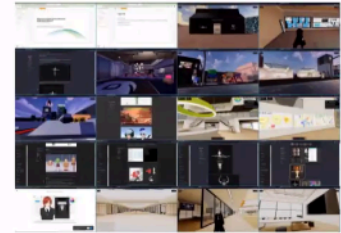
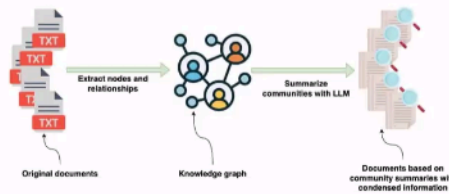
- Jin is developing open source-based collaborative toolchains
  - AI extracted meeting and document summaries - for internal and external consumption - using LLMs
  - Visualization of graph-based knowledge trees
  - Using virtual spaces for outreach and collaboration
- Currently working on a "Proof of Concept" video in the Wearables Working Group
  - Volunteer effort
- Please reach out if interested to get involved!**

### Discussion:

Should we split out tool development into a standalone activity / working group?

Are such tools of interest to organizations in addition to the Forum?

Accelerate development through collaborative funding?



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↑ 1

1 reply



indiebio 2 days ago

Maintainer

Author

## Forum Domain Groups

### 3D Interoperability

#### gITF/USD 3D Asset Interoperability

Cooperation between USD and gITF to increase synergy and reduce duplication of effort, gaps, fragmentation

#### Interoperable Avatars

Cross-platform avatars and characters for film, gaming, fashion and social platforms

#### Digital Fashion/Wearables

Clothing (including layering), shoes, hats, accessories

#### Volumetric Media Interoperability

Capture, transport and display

### Digital Twins and Geospatial

#### Real/Virtual World Integration (Digital twins, IOT)

Constructs to describe and integrate the physical world and created representations

#### Industrial Metaverse

Enabling collaboration between geographically dispersed teams through virtual environments, expert avatars, digital twins, data visualization, AR/VR and the emerging concept of Shared Reality

### Key

#### Working Groups

#### Exploratory Groups

#### Exploratory Group Proposals

Domain Group activities on [Forum Public Web Page](#)

Domain Group pipeline on the [Member Portal Wiki](#)

Domain Group Charters on the [Member Portal](#)

### Ecosystem Navigation and Discovery

#### Metaverse Standards Register

Publicly available database mapping the landscape of metaverse-relevant standardization activities, organizations, standards & specifications, use cases, and terms

#### Mapping Virtual World Platforms

Understanding of the evolution and trajectory of the upcoming Metaverse

#### Metaverse Ontology

Discusses/formalises Metaverse sector-specific words / meanings and define the relationships between them.

### Technology Stack

#### Network Requirements and Capabilities

Industry requirements for seamlessly transitioning traffic on multiple wireline and wireless technologies for deploying metaverse applications at scale

#### 3D Web Interoperability

Enable the broadest possible interoperability of Metaverse Content using the Web

#### XR Device Interoperability

Establishing a platform for facilitating the discussion between identified stakeholders and working on identifying and recommending solutions to XR ecosystem issues to help accelerate the time-to-market, performance, and usage of XR experiences.

#### Base interoperable communication layer via IPSME

When two disparate systems want to speak with each other, there needs to be at least a fundamental basis of communication to start negotiation.

#### Distributed Web3.0 Services requirements and capabilities to support Metaverse applications

Aims to drive the rapid adoption and success of Web3.0 Metaverse applications. By providing essential infrastructure, tools, and protocols, these services enable the creation of scalable, interoperable, and feature-rich applications.



Metaverse  
STANDARDS FORUM™

### Legal

#### Asset Management (web3, protection, digital rights)

Digital rights, protection, portability, access, availability

#### Privacy, Cybersecurity & Identity

Recommendations for responsible innovation that mitigates human and societal harm from objective and subjective privacy risks - including cybersecurity and identity risk management

#### Ethical principles for the metaverse and its implementation

Define a set of ethical principles and an implementation methodology for the development, use, procurement and commercialization of the metaverse

#### Ownership and Identity

Decentralized identity and ownership

### Use Case Verticals

#### Metaverse Use in the Real Estate Industry

How Metaverses can be used in the real estate industry

#### Urban Design & Development

The Urban Design and Development involve large but localized community and stakeholders along designated areas and corridors to organize, manage, operate, regularize and optimize the interactions. The stakeholders include Property Owners, Architects, Planners, construction companies, service providers, AEC professionals, traders, manufacturers, supply-chain etc.

#### Engagement and Education

#### End-User Technical Troubleshooting

Enabling end-users to ensure reliable metaverse experiences

#### Metaverse Educational Register

Using the metaverse for education

#### Accessibility

Ensuring the metaverse is accessible to all



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indiebio yesterday

Maintainer

Author

Aaron did another gravity spec demo, as a test for the media team to work up as content.

Meticulac shared related bit: <https://icospheric.itch.io/planet-painter>

↑ 1

0 replies



**indiebio** yesterday

Maintainer

Author

Welcome to ElectronicFreezer, a hard-core VRChat player and into layering stuff. Will demo their project next week

↑ 1

1 reply



**indiebio** yesterday

Maintainer

Author

heavily inspired by aardvark project :)

#### Category



Weekly Meetings

#### Labels

None yet

#### 1 participant

