

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

OMI glTF Working Group Meeting 12/01/2022 #121

robertlong started this conversation in **General**



robertlong on Dec 1, 2022 Maintainer

edited ▾

This meeting will be on 12/01/2022 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:

- [OMI_link](#)
- [OMI_spawn_point](#)
- [OMI_collider](#)
 - [MSFT_physics](#)
- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR_audio / Khronos feedback](#)
 - [gltf-sample-assets](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

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

↑ 1

3 comments

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robertlong on Dec 1, 2022 Maintainer Author

OMI_link

- **@antpb** added `title` to the Third Room Unity Exporter and it needs a review [🔗 Add Title Attribute to OMI_Link extension and sample assets](#) [matrix-org/thirdroom-unity-exporter#3](#)

↑ 1

0 replies



robertlong on Dec 1, 2022 Maintainer Author

Licensing

- We would recommend using the XMP extension for storing licensing data

↑ 1

0 replies



robertlong on Dec 1, 2022

Maintainer

Author

edited ▼

MSFT_physics

- ✓ **Rename "mesh" collider type to "trimesh" to avoid ambiguity** eoineoineoin/glTF_Physics#3
- How should `isHollow` be treated in physics engines which don't support this?
- How should we deal with reserved collision mask bits?
 - `"isTrigger": true` vs `"trigger": { ...colliderProps }`
- We should discuss joints in detail next week: https://github.com/eoineoineoin/glTF_Physics#joints

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

