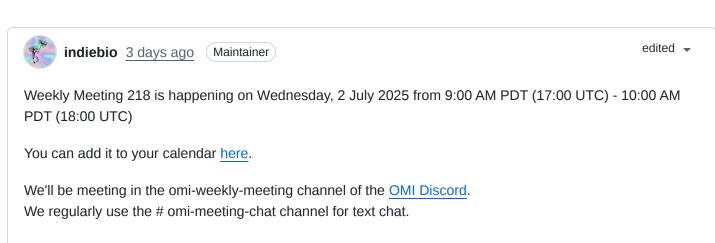


2025-07-02 Weekly Meeting 218 #540

indiebio started this conversation in Weekly Meetings



Agenda

check in, shootin' the breeze (add agenda points or notes as comments).

Demo's

working group updates: gITF, MSF, media, Virtual Worlds Museum, composable metaverse, experiments, add fun finds in the comments

Specific matters to discuss

- gITF: email to Khronos sent, setting up a call to explore working together in a closer capacity
- gITF: IDEA RFC: OMI gITF Extension Sprint: A 4-Week Pilot Program

 □ IDEA RFC: OMI gITF Extension Sprint: A 4-Week Pilot Program gltf-extensions#250
- To discuss: framing our groups broader than gITF: "interoperability gaming subgroup"?

other:

- jimmy: jimmy: Thanks guys I will show the slidev project with gltf integrated at the next session https://github.com/toddeTV/talk-2025-06-04-frontend-nation
- Definitely need a way to put hardworking members in a spotlight member page, shining a light, but also (get someone to help with ...) coaching, building confidence...

- VA1VIST work on metaverse (Russian language): presentation text in Russian (in very raw form) https://drive.google.com/file/d/1A mLfDQ0tTHZw775vsugDuM34RoCMWfP/view?usp=sharing presentation picture https://drive.google.com/file/d/1QMhGiGjO0iKHwQHAvKd0skisBGIAxYyb/view?usp=sharing
- fun find, tongue in cheek metaphor: https://indiebio.co.za/community-engagement-using-cats-asmetaphor/
- metagaming, metaskills: https://journals.sagepub.com/doi/full/10.1177/15554120231187758



6 comments · 10 replies

Oldest Newest Top



indiebio yesterday (Maintainer)

edited -

gITF: IDEA RFC: OMI gITF Extension Sprint: A 4-Week Pilot Program what's next:

Do a discovery kick off session - map out available resources - Friday casual meetup to start this.

Figure out the recording resources, where we will host the materials.

This is a grassroots focus. It's not intended for corporate use that is a lot more intense and has a lot more upfront momentum. This is about looking at the accessible, open aspects that is relevant at local levels. To demonstrate the parallel feasibility.

Aimed at "handfuls of engineers" not entire departments.

1 <u>1</u>

0 replies



indiebio yesterday (Maintainer)

Author

Conversation about how Khronos and OMI approach gITF.

Khronos sort of thinks of gITF as the jpg of 3D, but some members want the gITF to be, the html and the css and the jpg ... of 3D, so really advanced.

But we consider it that the final assembly still happens in the game engine. We want the gITF to be as easy to use as possible, to have more of the asset ready.



5 replies



indiebio 7 hours ago (Maintainer) (Author)

edited -

What we want from the Khronos meeting: A symbiotic relationship, to help each other and work together.

- Our feedback on their extensions to be heard and accounted for.
- Cross-pollination, open invite to our weekly meetings, more casual space to provide feedback and discuss things from an open-source perspective.



indiebio 7 hours ago (Maintainer Author)

edited -

Liaison as compared to first-class principle? What are the pro's, cons and costs associated?

What do WE want, do we want voting rights? What do we mean by being heard?

Is being heard the same as having influence? Influence comes with commitment.

If this is only a transparency issue, then that's different. Does the feedback reach members within Khronos but then not reach the decision-makers? If that is then a lack of awareness issue.

What would the actual collaboration dynamic look like?

The way they build consensus, resolve disputes, vote on what, part of that culture... do we want to align with that?

Is Khronos actually interested in the feedback from open source organisations?



indiebio 7 hours ago (Maintainer) (Author)

edited -

If OMI is more abstract, and Khronos is more concrete, how do those interface? What does OMI bring to the table, what is in it for Khronos?

We can ideate and recon wider use cases. "It takes a village ... "

We are more neutral

Consider things from different angles

Our focus on interop in particular - philosophically as well as technically.

Outreach, and space for collaboration - e.g. omigroup/gltf-extensions#250

Who are we?

- 1 Open source
- 2 Grassroots / bottom up / independent has different dynamics. More open to entry-level.
- 3 Experiment, "informal" research. Sandbox R&D, functional prototyping, community feedback loops.
- 4 Focus on physics and audio real world problems that we worked on has impacted the broader industry.



indiebio 7 hours ago (Maintainer Author)

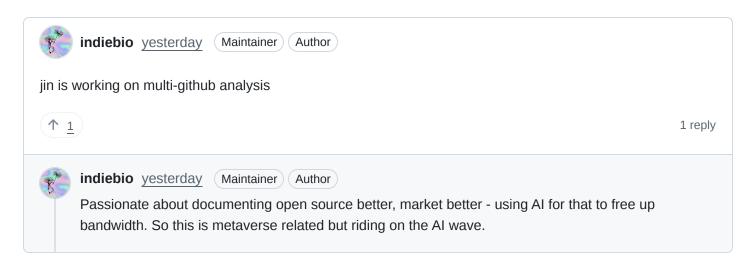
aaron: we may not need voting, per se, we do want to unpack the black box and understand why decisions are made, and get feedback on our comments.



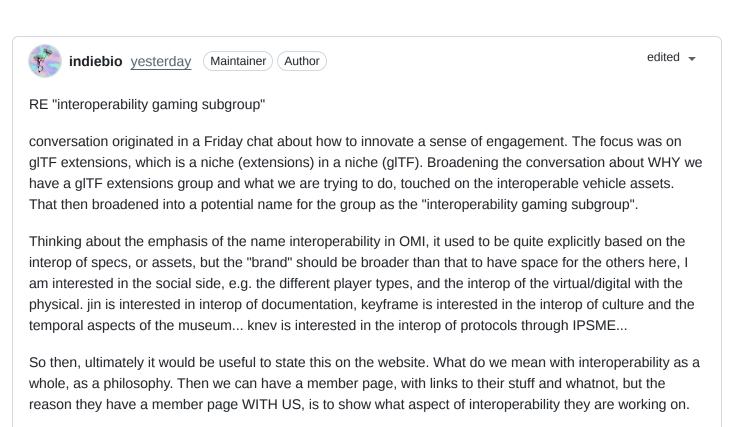
indiebio 7 hours ago (Maintainer) (Author)

humbletim: have more input in the ideation phase to make sure wider applications are also considered (beyond e.g. corporate or single focus applications)

need to be clear about NDAs - what the status is.









One challenge of interoperability is that it is a bit broad and philosophical, it's often not a specific project, but a bridge across or between projects, so can be hard to pin down or put in a box or a category. So a single definition may not work well, hence the member pages can illustrate the types of things we care about in a personalised way.



indiebio yesterday Maintainer Author

Do we need to rename the gITF-extensions channel to "interoperability gaming subgroup"? The github repo certainly should stay as is. What I am thinking about is to have a landing place for new members, who may not even know what gITF is yet, but then on the other hand having the channel name too broad is also not good. So I am tending to not rename any channels, just use this as a brand strategy. Comments?



indiebio 7 hours ago (Maintainer) (Author)

aaron: uses this phrase when pitching to people "open standards for interoperable 3D assets"



indiebio 7 hours ago (Maintainer) Author

edited -

why are we here? What do we want from gITF development?

Yank: Primarily video games: gITF development is a powerful way to get into this. Video games seem to be the first place for new developments, innovation.

Alexandra: How can we make gITF more broadly understandable as a concept? It's a core technical part of OMI so getting more people involved technically will be valuable.

indiebio: interested in the people side, how to grow the wider community



indiebio yesterday Maintainer Author

keyframe:

We just published our list of Blockchain virtual worlds: https://www.virtualworlds.museum/exhibits-1-6/blockchain

Here's our Keyframe Newsletter with museum info: https://keyframe-entertainment.com/keyframe-blog-june-2025

We've started builds in Viverse, Engage XR, and RP1 soon.



0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

