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OMI glTF Working Group Meeting 8/11/2022 #101

robertlong started this conversation in **General**



robertlong on Aug 4, 2022 Maintainer

This meeting will be on 8/11/2022 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:

- glTF Transform Updates
- [KHR_audio](#) Feedback
- [OMI_collider](#)
- OMI_id / [OMI_ref](#)
- glTF Behavior Graphs Proposal
 - Discord Invite: <https://discord.gg/9yjXGTyCjM>
- 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 Aug 11, 2022 Maintainer Author

I have some stuff to talk about with regard to lightmaps and a possible extension I'm working on.

↑ 1

0 replies



robertlong on Aug 11, 2022 Maintainer Author

@antpb to demo more wordpress plugin stuff!

↑ 1

0 replies

**robertlong** on Aug 11, 2022

Maintainer

Author

Notes

- **@robertlong** to push for more feedback from Khronos Group on KHR_audio extension at next weeks 3D Formats Meeting
- **@robertlong** to finish up KHR_audio support for gltf-transform some time within the next week
- Talked about physics materials and did some brief investigation into how Unity handles rigid bodies with compound colliders with multiple physics materials
- **@antpb** demoed his Wordpress plugin / glTF editor

↑ 1

0 replies

Category

**General**

Labels

None yet

1 participant

