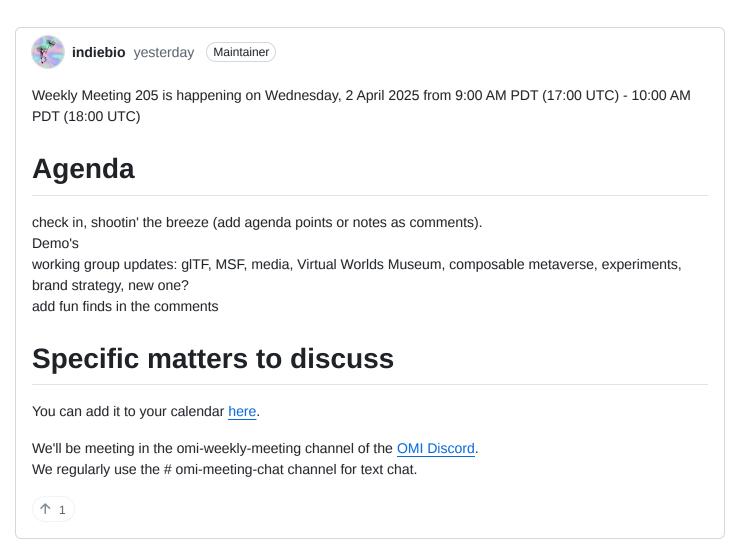


2025-04-02 Weekly Meeting 205 #526

indiebio started this conversation in Weekly Meetings









indiebio yesterday (Maintainer)

Author

edited -

XR AWARDS

application to consider:

https://www.xrtoday.com/event-news/last-call-countdown-only-2-weeks-left-2025/

There are three categories that are FREE to enter

keyframe



1 reply



indiebio yesterday (Maintainer)

edited -

from jimmy: also HTC Vive-verse supporting creative program (link to follow). Accepting builders currently.

https://www.youtube.com/watch?v=zOfcB-gu6PQ - video

https://create.viverse.com/creator-program



indiebio yesterday (Maintainer) (Author)

gITF updates:

For newcomers, welcome!

For gITF extensions, we have a repository here https://github.com/omigroup/gltf-extensions

For Godot specifically, there are many ways to contribute. There are many PRs on the engine in need of review https://github.com/godotengine/godot/pulls?

q=is%3Aopen+is%3Apr+author%3Aaaronfranke+label%3Atopic%3Aimport+label%3Atopic%3A3d

We also have a repository with GDScript implementations of some OMI extensions https://github.com/omigroup/omi-godot

For the most part, every OMI extension has been implemented in Godot, either by script or in the engine.

update the last week: bug fixes, stuff.



5 replies



indiebio yesterday (Maintainer) (Author)

gITF implementation of the work on infinite canvas apps.

https://github.com/ocwg/

Spec is early, but a good community.



indiebio yesterday (Maintainer) (Author)

OCWG seems to be a very passionate, grassroots community / thinktank.

There was an Obsidian type of spec, but the OCWG is separate, but NOT competing, which is a unique situation.

From a community perspective it is a unique hybrid situation that we could learn from.

Their spec process seems less formal than gITF's process, and perhaps more flexible while still striving to be good quality.

So we hope there could be mutual learning from community building and functioning perspectives.



indiebio yesterday Maintainer Author

Media idea: rekindle the sparks from the excitement of discovering OCWG of around June 2024. Conversation in a VR or 2D space?? As someone said tongue in cheek, OCWG is the OMI of the 2D metaverse.



indiebio yesterday (Maintainer) (Author)

Could there be a fun collab or conversation thing to involve https://thefutureoftext.org/?



indiebio yesterday (Maintainer (Author)

edited -

Media / Brand engagement thoughts ... how do we consider the initial excitement and slow burn realities of projects? Reflect the current status in a constructive way, i.e. not completely forget about the projects, not push or pressure. bunnyqueen: Like an old friend checking in, sharing a coffee. (Is there a visual equilavent to show this?)



indiebio yesterday (Maintainer) (Author)

keyframe show demo of virtual world with adaptable gadgets.

↑ 1 0 replies



indiebio yesterday (Maintainer) (Author)

There's been exploratory work on the wiki https://github.com/omigroup/omigroup/wiki

↑ 1 1 reply



indiebio yesterday (Maintainer) (Author)

TODO: clean up, add info and prettify this page: https://github.com/omigroup/omigroup/wiki/Initiatives-in-the-larger-Metaverse-open-ecosystem



indiebio yesterday (Maintainer) (Author

jimmy Discord monthly update - the plumbing is done!

Now the question is tying it together.

Each server has their own summary

Then there is a meta-summary of the activity as a whole.?

So first page is like a table of contents.

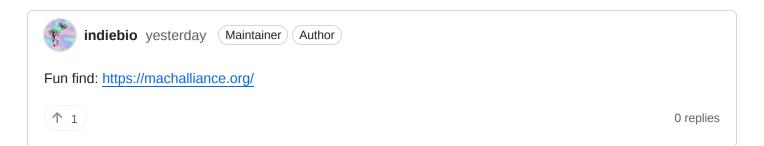
1 reply



indiebio yesterday (Maintainer) (Author

Concerned about the AI aspect - need to clearly show these are compiled by AI.

Also keeping the human in the loop - people are encouraged to see if their conversations were reflected appropriately





Next Tuesday (media) meeting, working collaboratively on Affine. https://affine.pro/ As an example of collaborative knowledge management.

1 0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

