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OMI glTF Working Group Meeting 5/26/2022 #86

robertlong started this conversation in **General**



robertlong on May 26, 2022 Maintainer

edited ▾

OMI glTF Working Group Meeting 5/26/2022

This meeting will be on 5/26/2022 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:

- KHR_audio feedback
 - [KHR_audio](#) KhronosGroup/glTF#2137 (comment)
 - Hubs: [OMI Audio Emitter](#) mozilla/hubs#4741
- OMI_collider
- OMI_id / [OMI_ref](#)

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

↑ 1

3 comments

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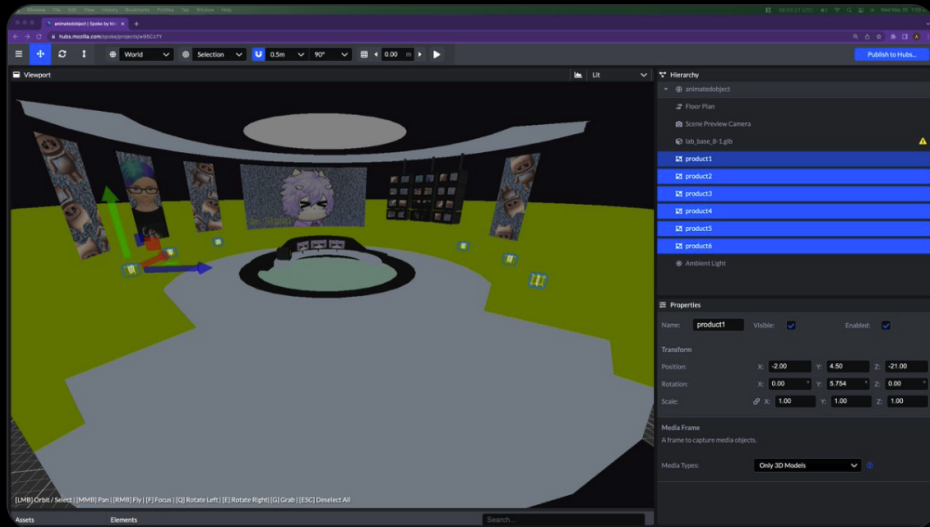


antpb on May 26, 2022 Maintainer

edited ▾

If we have time maybe we can discuss how I was using the media frame components from Hubs. I suspect there is some spec to be built from here: <https://twitter.com/antpb/status/1529499461294096386?s=20&t=dEeTicdrshR9wKw-8tjyDg>

Product positioning was accomplished using Spoke Media Frames. Simply traversed the scene and added the glb provided from WordPress/Atlas Content Modeler endpoints matching the position/rotation of the media frame. This solved not being able to visualize positioning ✨



11:27 AM · May 25, 2022 · Twitter Web App

↑ 1

0 replies



fire on May 26, 2022 Collaborator

edited ▼

We merged [godotengine/godot#57660](https://github.com/godotengine/godot/pull/57660) Improve GLTF Document extensions into Godot Engine.

We have also updated the godot VRM addon and a sample gltf sandbox.

Summary: Godot has a improved system for modifying the gltf importer/exporter via scripting plugins. Current state can now begin implementing the audio extensions.

References

- <https://github.com/V-Sekai/godot-vrm>
- <https://github.com/V-Sekai/godot-gltf-sandbox>

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0 replies



robertlong on May 26, 2022 Maintainer Author

Notes

- KHR_audio
 - Hubs seems to be doing a refactor to integrate an ECS system and has delayed merging our KHR_audio PR. However, they seem pretty supportive of it, which is great news!
- OMI_ref
 - We did some brainstorming on how references and overrides might work.
 - Perhaps you can only reference properties of equal types. In other words, the object with the `OMI_ref` must have the same type of the object you are referencing. Ex. a node can reference another node, but it can't reference a scene or material.
 - Overriding properties on the referenced object got a little more complicated:
 - Overriding properties on the directly referenced object is pretty simple. You can merge the two objects together. So a node with a transform will override the transform of the node it references.
 - Another way we could approach this is to allow exposing specific properties to be overridden. This would work for even deeply nested properties.
- @antpb showed off using Spoke's media frames as references to objects which can be replaced other assets via scripting.
 - Perhaps we could get the ability to define `node.extras` data in the Spoke properties panel. This would allow for a more direct way to reference objects via scripts and embed custom application data on a node.
- @fire showed off their latest work on Godot's glTF import/export plugin API. You can now import some of the Mozilla Hubs components into Godot and there's now some APIs to define your own importer/exporter extensions. We're not far from being able to create interoperable assets with custom extensions in Godot!

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0 replies

Category



General

Labels

None yet

3 participants

