

omigroup / **MSF-Delegates** Publicgenerated from [omigroup/working-group-template](#)[Code](#) [Issues 7](#) [Pull requests](#) **[Discussions](#)** [Actions](#) [Projects 1](#) [...](#)

02/15/2023 Metaverse Standards Forum: General #43

funksoup started this conversation in **General****funksoup** on Feb 15 Maintainer

edited ▾

Metaverse Standards Forum: Oversight

Wednesday, 15 February 2023 from 10:00-11:30 EST (15:00-16:30 UTC)

Agenda:

Forum general update and orientation

Domain Group process

Domain Group updates

Forum incorporation update

Outreach Opportunities

Actions and next meetings

(Optional) Portal and Tool interactive tour:

- Forum Tools Panel (<https://tools.metaverse-standards.org/>): Discord, GitHub, Member Profiles, Zoom Recordings
- Jobs Board
- Member Portal

-->[Google slides](#)<---->[SLIDES as PDF](#)<--

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5 comments

Oldest

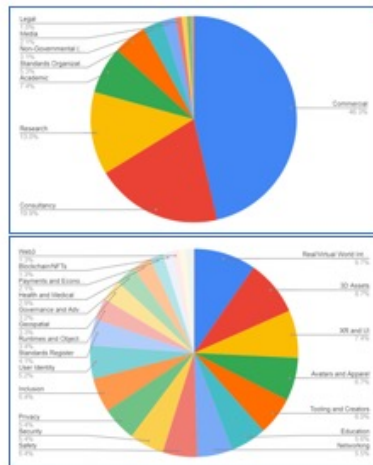
Newest

Top

**funksoup** on Feb 15 Maintainer Author

Member Profiles

- Request all members update their [Member Profile](#)
 - So that we can better understand our membership



Member Profile Search and Filter

View and Filter Member Profiles

Showing member profiles. Member profiles include name, email, phone, and address. You can search for members by name, email, or phone number. You can also filter members by role, industry, and location.

Name	Email	Phone	Address	Role	Industry	Location
John Doe	john.doe@example.com	123-456-7890	123 Main St, New York, NY 10001	Community	Real Virtual World (VR)	New York, NY
Jane Smith	jane.smith@example.com	987-654-3210	456 Elm St, Los Angeles, CA 90001	Research	3D Assets	Los Angeles, CA
Bob Johnson	bob.johnson@example.com	555-123-4567	789 Oak St, Chicago, IL 60601	Consulting	VR and AR	Chicago, IL
Alice Brown	alice.brown@example.com	222-333-4444	101 Pine St, San Francisco, CA 94101	Academic	Avatar and Avatar	San Francisco, CA
Charlie Davis	charlie.davis@example.com	111-222-3333	202 Cedar St, Austin, TX 78701	Standards Organization	Testing and Creation	Austin, TX
Diana Prince	diana.prince@example.com	444-555-6666	303 Birch St, Seattle, WA 98101	Non-Governmental	Education	Seattle, WA
Frank Miller	frank.miller@example.com	777-888-9999	404 Spruce St, Portland, OR 97201	Other	Networking	Portland, OR

Showing 10 of 10 members. 10/2023 update.



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**funksoup**

on Feb 15

Maintainer

Author

Today was mostly an overview for newer members/potential members. They went through MSF structure and portal info.

A Unique Cooperative Opportunity

The Forum now has over **2,300**
member organizations!
And still growing ...

Comprehensive,
international gathering
of industry requirements
and expertise in Forum
Working Groups

Any Forum member can propose, lead,
contribute to, participate in, or monitor
Domain Working Groups



Metaverse
STANDARDS FORUM™

Wide visibility and
adoption of Forum
initiatives and
recommendations

Broad global participation in the Forum enables a unique
opportunity for metaverse standards cooperation, coordination and
leadership for Forum members to accelerate *their* objectives



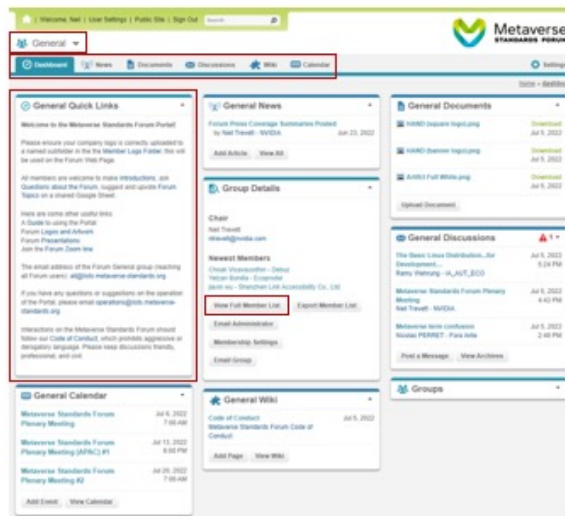
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Forum Portal and Tools

- Anyone with a member domain email address is welcome to [obtain a Portal account](#)
- Forum Portal is Group-based
 - Email, calendar, document share per Group
 - Join the Groups that are of interest to you
 - Check out the [Portal User Guide](#)
- [General](#) Group
 - Everyone – the email list is moderated
- [Chat](#) Group
 - Unmoderated discussions on any topic
- [Outreach](#)
 - Forum promotion and marketing opportunities
- [Oversight](#)
 - For Principals to oversee Domain Group Process
- Groups for specific Domains Groups
- [Tools Dashboard](#)
 - GitHub, Discord, Zoom Recordings
 - Member Profiles



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funksoup on Feb 15

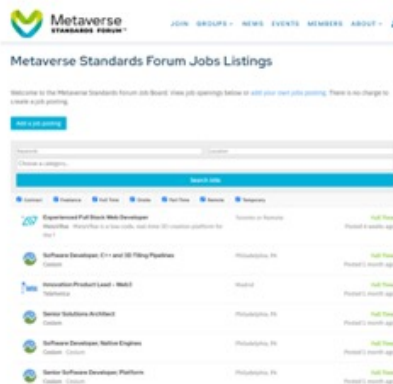
Maintainer

Author

- Introduce yourself
- Ask any questions
- Suggest and upvote topics for the Forum to cover
- Brainstorm and feedback on new Domain Group proposals

[illegible]

- Free to use and available to all



Organizing for Effective Forum Action

1. Gather Interoperability Topics from all members

Online input from all members on actionable topics that need improvement today!

Over 200 topics suggested and counting, for example..

Database of metaverse standards
Taking 3D assets between worlds
Asset LODs
gITF / USD interoperability
Avatar customization / animation
3D Apparel and Fashion
Cloth Simulation
Metaverse traversal
Geospatial ontologies
Geospatial streaming
Decentralized User ID
Ethical framework
User privacy
Child safety
Payment frameworks
Etc. etc..

2. Organize Topics into Domains

Consensus on member interest AND where the Forum can add industry value

Topics Brainstorm

All members are invited to add a row for any topic that they would like to see in the relevant Domain section - or simply add a new row. Remember that the Forum is not a Standards Developing Organization.

Topic	# Upvotes
Privacy, Safety, Security, Inclusion	235
Interoperable 3D Assets	220
Real/Virtual World Integration	120
Identity (was User Identity)	102
Avatars and Apparel	88
Teaching, Education, Certification	86
Metaverse Standards Register	82
XR and UI	66
Metaverse Definition	63
Networking	62
Geospatial	39
Payments and Economy	39
Runtime and Object Model	33
Governance and Advocacy	27
Video Broadcasting and Meetings	18
Forum Outreach	16
Tooling and Creators	14
Health and Medical	10
Performance and Scalability	10
Gaming	9
Business Analytics	6

3. Create Domain Working Groups

Make recommendations and work products publicly available

Any Forum member can propose and participate in any Domain Working Group

Forum Working Groups focus on effective, pragmatic projects to enhance short business opportunities:

- Generating requirements for standards development
- Interoperability testbeds and plugfests
- Open-source tooling
- Recommendations and guidelines
- Etc.



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Domain Working Group Startup Process

All members are welcome to propose and participate in any Domain Groups

1. Oversight Committee creates Exploratory Groups where there is strong member interest

[Brainstorm Sheet](#) for Exploratory Group ideas
Create Proposal using [Exploratory Group Proposal Template](#)
Proposal posted on [Exploratory Group Brainstorm Sheet](#) for member feedback
Exploratory Group chaired, organized and driven by proposers
Announced on General email list – all welcome
Portal Group for online resources

2. Domain Exploratory Groups build consensus and draft proposed Working Group Charters

Draft Charter using [Working Group Charter Template](#)
Charter sets out goals and Working Group projects
Why (industry need), What (projects), Who (participants), When (duration)
Meetings run under [Domain Group Process](#)
Strive for unanimous consensus

3. Oversight Committee approves Charters and Domain Working Groups execute projects

Election of Chairs and other Working Group Officers
Start detailed planning and execution of Project(s)

Current Domain Group Pipeline status and links maintained at the [General Dashboard](#)



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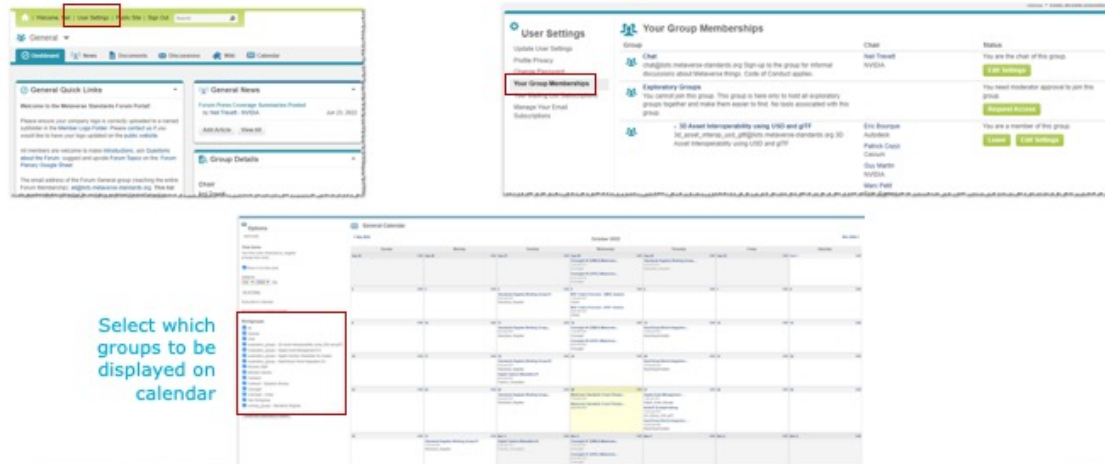
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Joining Domain Groups

- Provides access to all Exploratory and Working Group Resources
 - Email, Calendar of meetings, Shared documents

<https://portal.metaverse-standards.org/workgroup/index>



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Domain Group Pipeline

Key
Working Groups
Exploratory Groups
Exploratory Group Proposals

Metaverse Standards Register
Publicly available database mapping the landscape of metaverse-relevant standardization activities

gITF/USD 3D Asset Interoperability (visuals, behaviors)

Cooperation between USD and gITF to increase synergy and reduce duplication of effort, gaps, fragmentation and industry confusion

Real/Virtual World Integration (Digital twins, IOT)

Constructs to describe and integrate the physical world and created representations

Asset Management (web3, protection, digital rights)

Digital rights, protection, portability, access, availability

Digital Fashion/Wearables

Clothing (including layering), shoes, hats, accessories

Interoperable Avatars

Cross-platform avatars and characters for film, gaming, fashion and social platforms

Privacy, Cybersecurity & Identity

Recommendations for responsible innovation that mitigates human and societal harm from objective and subjective privacy risks - including cybersecurity and identity risk management

Technical Interoperability and End-User Troubleshooting Exploratory Group

Enabling end-users to ensure reliable metaverse experiences

Just approved!
Gathering topics and
inviting briefings from
leading practitioners

Member **feedback**
welcome on Exploratory
Group **Proposal**



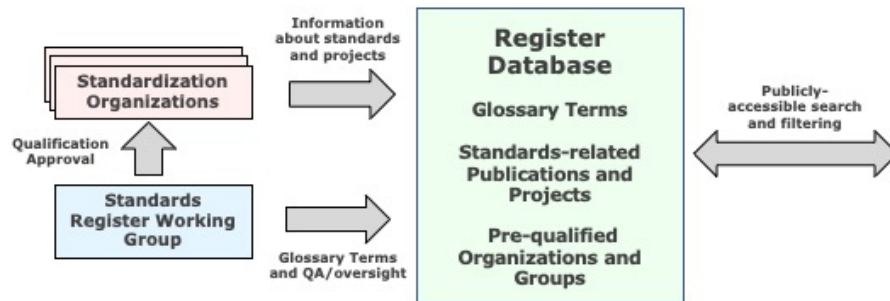
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Metaverse Standards Register Working Group

Providing insights into the metaverse standardization landscape



Commencing outreach for standards organizations to apply to be qualified to enter data on their initiatives into the Register database

3D-Related Domain Groups

Asset Management (web3, protection, digital rights)

349 Members

- Role of blockchain (there are considerations like cross-chain asset exchange)
- Increasing competition, reducing barriers to entry
- Ensuring fair competition, increasing transparency between partnerships / ventures
- Decentralization (and varying degree thereof)
- Free movement of assets between virtual worlds
- State management for persistence across virtual worlds and saved state
- Version control, authoring, introducing, updating and deprecating assets
- Persistent storage, high availability, low latency
- Data movement performance (size of asset data, transfer speed)
- Cyber security of asset data
- Authenticity and asset compliance
- Self-sovereign identity management
- Smart contracts (if blockchain-based)
- Standard metadata fields
- System limiting features like gas fees (if using blockchain)
- Asset behavior, properties and admissibility

3D Asset Interoperability using USD and glTF

440 Members

- The representation of complex static scenes, but also dynamic virtual worlds and interactive experiences including consistent presentation (live-rendering) and rendering out across different tools.
- The aggregation of scenes from objects represented in a number of formats, particularly existing standards, including 3D objects, audio, video, and other media types.
- Loading, editing and saving experiences/scenes, or portion thereof, concurrently and collaboratively using multiple authoring tools while the content is live, available and shared, (i.e., persistent).
- The definition of scene elements such as objects, geometry, materials, lights, physics, behaviors in a form that allows straightforward and lossless conversion between formats such as USD and glTF, or relevant subsets thereof.
- Leverage existing mechanisms to extend standards and open-source projects to experiment with advanced mechanisms such as procedural content generation systems, rigging, logic, interactivity frameworks, spatial audio and video streaming and identify those which show promise for standardization.
- Encourage data transformation mechanisms that can take generalized assets and procedurally generate platform-specific and optimized representations of the experience/scene for optimal runtime performance on each target platform.
- Work with SDOs to coordinate the extension of existing specifications, or the creation of new standards, to support scene layering and compositing which we consider a foundational enabler of interoperability for the metaverse

Real/Virtual World Integration

406 Members

- Open Collaborative Mapping
- Space point cloud framework (position/orientation/geo-orientation) and APIs. For APIs, start by evaluating GeoPaaS Protocol from Open AR Cloud. **
- Open/Interoperable Visual Positioning Service, Spatial Anchors, Markers
- Visual positioning (determining GeoPaaS via camera) and APIs using data from open collaborative mapping. For APIs, start by evaluating GeoPaaS Protocol from Open AR Cloud. **
- Spatial anchors using data from open collaborative mapping.
- Model data for model-based tracking (ex. image targets, featured object targets, feature-less CAD model targets).
- Pub/Sub Broker
- Scene stream pub/sub broker. **
- Ready Model
- Structured geo-aligned 3D geometry representation and retrieval APIs (beta). **
- Ready Modeling Language and APIs for collaborative model management (reference)
- Automated generation of structured 3D geometry with semantic labeling of entities and their component parts (ex. space point cloud - dense point cloud - CityGML).
- Real-world (or real-world like) URI scheme (ex. link to real-world static/moving objects).
- Notes: Many future opportunities here (ex. simulation/physics, scene understanding, visual affordance).
- Service Discovery
- Service discovery API/prototype (start by evaluating existing service discovery from Open AR Cloud). **
- Experience Discovery
- Experience discovery API/prototype (start by evaluating existing experience discovery from Open AR Cloud).
- Decentralized Fabric
- Decentralized fabric to support open collaborative mapping, open/interoperable visual positioning service/spatial anchors/markers, pub/sub broker, ready model, service discovery, experience discovery etc.

Discussing areas of overlap and interface points, and how to work together

Some use cases will generate 3D asset requirements

Privacy, Cybersecurity & Identity Exploratory Group

- Narrowed focus onto key initial topics of Privacy, Cybersecurity & Identity
- Increased clarity that the Forum would complement, not duplicate/compete, with existing advocacy and lobbying organizations
- Undertaking direct advocacy or lobbying is a NON-GOAL, that is to be left to existing organizations - just as the Forum is not an SDO, but a venue for SDO coordination
- NOT focused on technical APIs to implement Identity/Security, but the information and context gathered may initiate additional Exploratory Groups to address technical aspects in this Domain
- This Group is focused on aggregating information to be considered BEFORE setting policy and standards

2. List your top five key topics for PCI-WG.



Network Requirements & Capabilities Exploratory Group

Motivations

1. Deploying metaverse applications at scale requires networks to seamlessly transition traffic on multiple wireline and wireless technologies
2. Several SDOs are working on defining network connectivity solutions to address the needs of metaverse applications. Supporting those SDOs activities through industry driven requirements is both timely and important

Issues at stake with impact on networks

Synchronous, seamless, secure data transactions across networks, users and applications

Data consistency, uninterrupted and low jitter to maintain 3D virtual worlds, + additional sensor info being streamed to edge, device locations

Persistent or on demand latency, connectivity and bandwidth

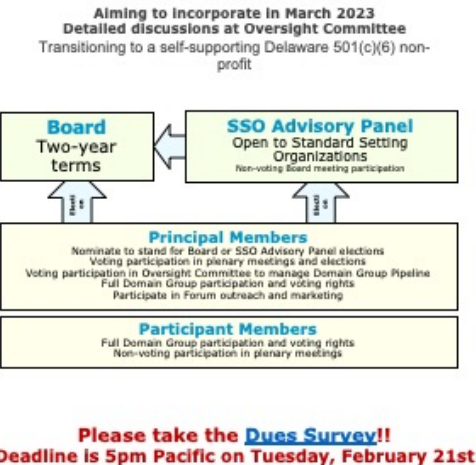
Unlimited users/Scale

Real-time rendering from the edge

Supporting diverse type of devices

Timeline: meeting every other week with the objective to finalise a charter on March 22nd

Forum Incorporation

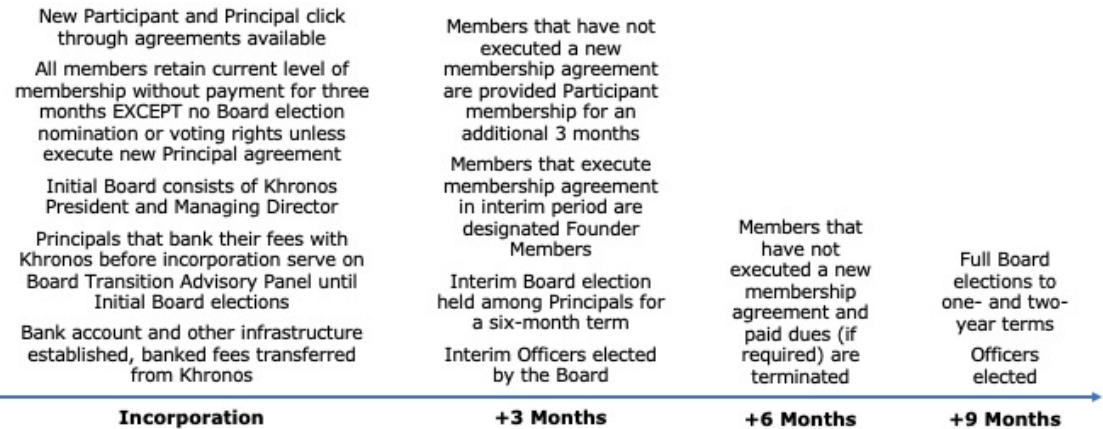


Forum open to any organization

	Participants	Principals	Principal SSOs
Domain Groups			
Voting Rights in Exploratory and Working Groups	Yes	Yes	Yes
Nominate for Domain Group Officer Position	Yes	Yes	Yes
Propose New Domain Groups	Yes	Yes	Yes
Provide Feedback on Domain Group Proposals	Yes	Yes	Yes
Plenary Meeting Participation	Non-voting	Voting	Voting
Oversight Committee			
Participate in Oversight Committee meetings to manage the Domain Group Pipeline	No	Voting	Voting
Stand for Oversight Committee Officer Positions	No	Yes	Yes
Approve New Domain Groups	No	Yes	Yes
Board of Directors			
Nominate for Board of Directors Election	No	Yes	Yes
Vote in Board Election	No	Yes	Yes
Standard Setting Organization Advisory Panel			
Nominate for SSO Advisory Panel Election	No	NA	Yes
Vote in SSO Advisory Panel Election	No	Yes	Yes
Outreach & Marketing			
Inclusion in Member Directory on Forum website	Yes	Yes	Yes
Attend F2F members meetings & networking events	Yes	Yes	Yes
Access and influence via members-only meetings	Yes	Yes	Yes
Participate in Forum seminars and webinars	Yes	Yes	Yes
Represent the Forum through the Speakers Bureau	Yes	Yes	Yes
Annual Dues (payable on joining and subsequent anniversaries)	\$0	\$1K-\$10K	\$1K/Waived

SSO dues waived for any bona fide non-proprietary, open organization creating or influencing standards or policies whose participation would be prevented by dues payment

Post Incorporation Timeline



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funksoup on Feb 15 Maintainer Author edited ▾

Alex Crabb, who is part of the group handing Outreach & PR, gave an interesting update on MSF outreach efforts:

[Metaverse Events Tracker](#)

January Coverage Report: <https://portal.metaverse-standards.org/wg/Outreach/document/5312>
(you need to be a member of MSF's Outreach group to view)

Highlights are on slides below:

Forum Outreach Recap 2022

- We had a very successful first 6-months of the Forum. Aside from membership soaring, we received over 2800 pieces of coverage across tier one and industry media
- We had members record over 50 podcasts talking about the Metaverse Standards Forum
- We had members speak on behalf of the Forum at 40 conferences and events from panels to solo sessions to virtual webinars



- Several larger articles, papers, awards in progress
 - Contributed piece to VentureBeat on the Metaverse Standards Forum – its origin and where it is going
 - Paper for Information Processing Society of Japan on the Domain Groups
 - Submitted the work of the Forum to Fast Company World Changing Ideas, Time Magazine Influential Ideas, and World Economic Forum Pioneers



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Outreach Update – Events

- [Metaverse Events Tracker](#)
 - Member editable list of all the metaverse-related events that we're tracking
 - Please add any that are missing!
 - Any Member Meetups are welcome!
- [Mobile World Congress](#), Barcelona
 - Ookla Booth, Hall 2 Stand 2I28 MR5
 - Members Meet-up – Monday, Feb 27 4:00 – 5:00 PM Hall 2 Stand 2I28 MR5
 - Forum Open House – Thursday, Mar 2 9:00 – 10:00 AM Hall 2 Stand 2I28 MR2
 - RSVP at the [Eventbrite link](#)
- [LA Entertainment & Web3 Brand Loyalty Meetup](#) - hosted by CEOsocial.io and Wishknish
 - Saturday, April 29 from 10:00 am to 2:00 pm. This will be both in person and live streamed
 - Register to attend via the [Eventbrite link](#). The location will be updated in the coming weeks
 - Speakers from Wishknish, NBCUniversal, HP, Next Cyber Productions & more
 - Topics: Creating metaverse-ready content and immersive experiences for brand loyalty
- [Augmented World Expo US](#), Santa Clara, May 31-Jun 2
 - Khronos has booked a private meeting room
 - Can use for Forum events of any format
 - Ideas welcome!



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Metaverse Standards Forum Speakers Bureau

- Team of trusted subject matter experts and presenters – drawn from membership
 - Welcome any member to join and share their expertise
 - Over 100 qualified speakers currently
 - Speakers should have previous presentation experience and an interest to represent the Forum
 - If interested – Join the Outreach Group in Causeway and fill in the speaker bureau submission form from there
- Constant of stream of speaking opportunities around the world
 - No specific commitment required but opportunities presented include:
 - Solo presentations
 - Panel presentations
 - Media interviews, podcasts, and webinars
- Starter set of Forum overview slides can be found here in [PPT](#) and [PDF](#) formats
 - Updated every month or two under the CC-BY license
 - Members can use directly or select and mix with their own outreach materials



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funksoup on Feb 15

Maintainer

Author

edited ▾

Action steps:

--> **Note the dues survey (Take it!):**<https://www.surveymonkey.com/r/Y223MLM> <--

Actions and Next Meetings

- Please enter/update your membership Profile
 - [Profile editing page](#)
- **Please take the [Dues Survey!!](#)**
 - **Deadline is 5pm Pacific on Tuesday, February 21st**
- Additional Exploratory Group proposals welcome
 - Exploratory Group [Brainstorming Sheet](#)
 - Circulate Proposals using [Template](#) to oversight@lists.metaverse-standards.org
- Oversight #13 on Wednesday 22 February 2023
 - Domain Group Pipeline approvals and feedback
 - Continue to refine Membership Agreements, Bylaws and Policies
 - Review member survey, set membership dues and agree to offer banking of pre-paid dues
- Plenary #7 when Incorporation is underway
 - Expected in March

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Category



General

Labels

None yet

1 participant

