

 **omigroup / gltf-extensions** Public[Code](#) [Issues 8](#) [Pull requests 4](#) **[Discussions](#)** [Actions](#) ...

OMI glTF Working Group Meeting 10/27/2022 #113

robertlong started this conversation in **General**



robertlong on Oct 20, 2022 Maintainer

edited ▾

This meeting will be on 10/27/2022 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.

Last Week's Agenda for reference:

- [OMI_link](#)
- [OMI_spawn_point](#)
- We're meeting in a Frame space, check the omi-gltf-extensions channel for details
- glTF Transform Updates
- [unity-thirdroom-exporter](#)
- [OMI_collider](#)
- [KHR_audio / Khronos feedback](#)
 - [gltf-sample-assets](#)
- [glXF](#)
 - [OMI_id](#) / [OMI_ref](#)
- USDz spike
- Schedule alternate timezone meeting
- Show and tell
- Create next weeks agenda

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

↑ 1

4 comments

Oldest | Newest | Top



robertlong on Oct 27, 2022 Maintainer Author

OMI_link

Link extension should be added to a node with the [OMI_collider](#) extension. Implementation details of how the link behaves (navigate on click or navigate on collide) is up to the client.

Metadata for the link can be gathered through a WebFinger-like API where you pass the URL and receive metadata like thumbnail, title, and description.

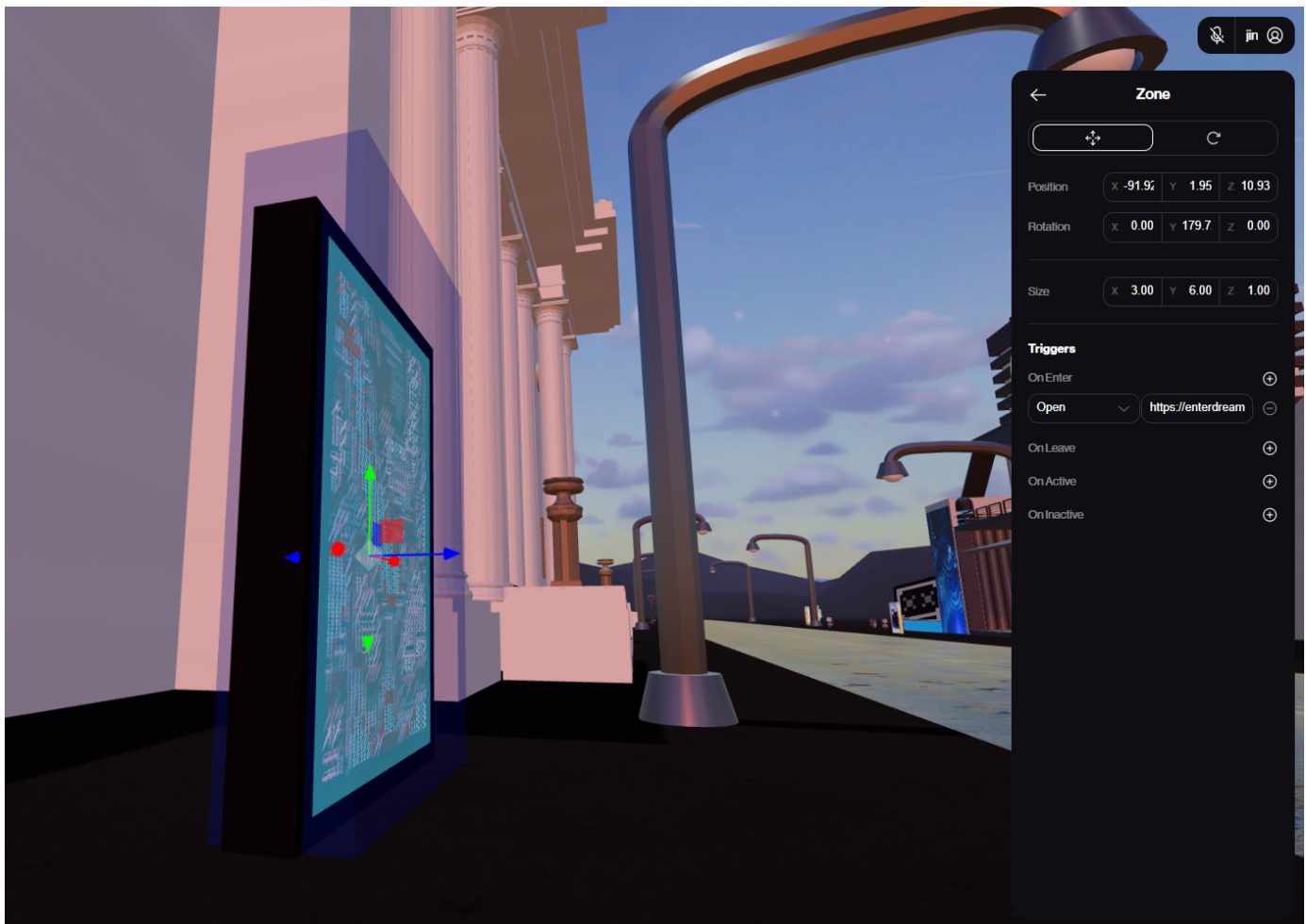
```
{
  "nodes": [
    {
      "name": "Link",
      "extensions": {
        "OMI_link": {
          "uri": "https://omigroup.org/worlds/meetup"
        },
        "OMI_collider": {
          ...
        }
      }
    }
  ]
}
```

↑ 1

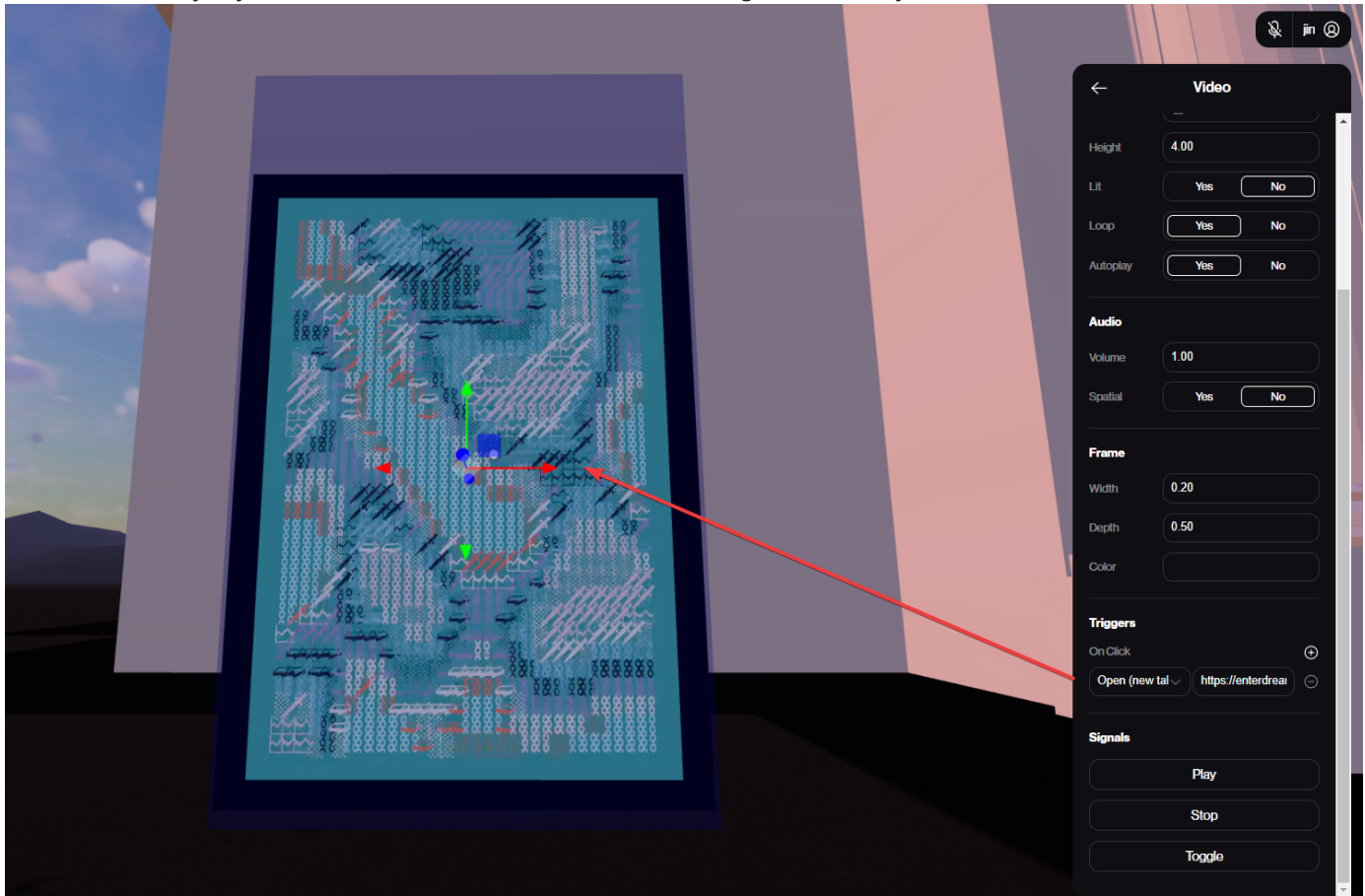
0 replies

**madjin** on Oct 27, 2022 Collaborator

Visualizing an example when talking about trigger zones - can add a "zone" app in hyperfy that can trigger an action like opening a link in same tab / new tab over anything. Previews as a slightly transparent box overlay.



Can also make any object into a clickable link, mouse cursor will change when an object is interactive.



Metadata for the link can be gathered through a WebFinger-like API where you pass the URL and receive metadata like thumbnail, title, and description.

Shared a couple examples with Wikipedia / gvern.net for hover text

tered parts. Parts are separately moved to show the whole animation and expression of the character, such as tilting head. Parts can be as simple as face, hair, and body. Different movements. The number of layers depends on how you wish the Live2D character present movements. The layers are rigged to a skeleton to form a whole and perform lip syncing for real-time applications such as [ytubing](#). The downside of the technology is that currently there is no official setting for 360° rotation. It is also different variety of video games, visual novels, virtual YouTuber characters. Live2D media and software include [FaceRig](#),^{[2][3]} [Nekop](#).



A **VTube**, or **virtual YouTuber**, is an online entertainer who uses a virtual avatar generated using computer graphics. Real-time motion capture software or technology are often—but not always—used to capture movement. The digital trend originated in Japan in the mid-2010s, and has become



ace

[Fermi Problem Examples](#)
[The Math Of Hunting Lions](#)

[Hydrocephalus & IQ](#)
[Open Questions & Topics](#)
[Critical Reading: Fake Journal Club](#)

Multi-Stage Bean Machine Visualization: Advantages of Repeated Optimization

Multi-Stage Bean Machine Visualization: Advantages of Repeated Optimization

Rafe Kennedy, Gvern Branwen 2018 ([data visualization](#); [backlinks](#); [similar](#))

An interactive JavaScript of order statistics visualized as a Galton bean machine, showing difference in means & maxima between single stage of selection and multiple stages.

This is an interactive JS-based visualization of the difference in optimization potentials of a single-stage pipeline vs a multi-stage pipeline, in which new samples/measurements can be generated at each step (such as in evolutionary processes).

Because it optimizes over multiple steps, the multi-stage pipeline “ratchets upward” and can attain far more extreme maxima than a single-stage pipeline, even with the same total number of samples—the single-stage process quickly hits “diminishing returns”, where large in-

ORDER STATISTICS

- [Gaussian Expected Maximums](#)
- [Interactive List Sorting](#)
- [Multi-Stage Selection Demo](#)
- [GoodReads Abandoned Books](#)
- [Genius Revisited School Flaws](#)
- [Leaky Pipeline / Log-normals](#)
- [Selection Scenarios](#)

ARK NET MARKETS

- [Silk Road 1 Buyers' Guide](#)
- [DNM Archive: 2013–2015](#)
- [DNM Arrests: 2011–2015](#)
- [DNM Lifetime Census](#)

AI: SAFETY

- [GPT-3 & The Scaling Hypothesis](#)
- [Evolution As Learning Backstop](#)
- [Tool AIs Want To Be Agent AIs](#)
- [Complexity No Bar To AI](#)
- [Looks Like You're Taking Over The World](#)
- [The NN Tank Urban Legend](#)
- [Hyperbolic Time Chambers & AI](#)

GENERATIVE AI: ANIME

- [Danbooru2021 Anime Dataset](#)
 - [PALM: Hand Detection+Crops](#)
 - [Danbooru2019 Figures](#)
 - [Danbooru2019 Portraits](#)
- [Anime Faces: BigGAN, Failures](#)
- [This Waifu Does Not ExistTM \(Details\)](#)

<https://www.gvern.net/docs/statistics/order/beanmachine-multistage/index.html>

0 replies

**robertlong** on Oct 27, 2022

Maintainer

Author

OMI_collider

Added some new comments on referring to colliders via indices vs placing definitions on nodes:

[#63 \(comment\)](#)

↑ 1

0 replies

**robertlong** on Oct 27, 2022

Maintainer

Author

three-omi

Discussed some implementation details for this PR, implementing KHR_audio [omigroup/three-omi#10](#)

↑ 1

0 replies

Category

**General**

Labels

None yet

2 participants

