omigroup / **omigroup** Public

Code Issues 11 Pull requests 2 **Discussions** Projects 1

2024-10-16 Weekly Meeting 181 #495

indiebio started this conversation in **Weekly Meetings**

indiebio yesterday Maintainer

Weekly Meeting 180 is happening on Wednesday, 10 October 2024 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar here.

We'll be meeting in the omi-weekly-meeting channel of the OMI Discord.
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

check in, shootin' the breeze (add agenda points or notes or fun finds as comments)

working group update:
glTF - keeping going, would love more people
composable metaverse as a working group? - interop as a level below the e.g. glTFs etc
media - indie learning about audio and video editing
MSF - holiday.
jin is looking for funds for character studio

funding ... bringing more attention to projects and what grants are available
have spaces for this as well - e.g

1

6 comments · 2 replies

Oldest Newest Top

indiebio yesterday Maintainer Author

keyframe: ttps://www.virtualworlds.museum/web-xr-exhibit/spotlight-videos
Spotlight Videos
https://library.xrguild.org/xr-guild-library-database

1 1 reply

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now working on ethics, and Pablo is interested,
Pablo: here is the adventure to educate organizations on AI ethics https://v2.oncyber.io/age_of_ai

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Spaces with Nova and Duncan went great! Recording https://twitter.com/i/spaces/1djxXrZXbLOGZ
and will be summarised on the blog

1 0 replies

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fun finds: Pablo: https://gameoffthegrid.com/#about
https://blog.thirdweb.com/complete-guide-to-off-the-grid-game/

1 0 replies

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ifn: As mentioned in the weekly meeting, the GLB importer for VRChat by **@voyage** Voyage
https://github.com/vr-voyage/vrchat-glb-loader

1 0 replies

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jin is proud of some optimization stuff he did recently:

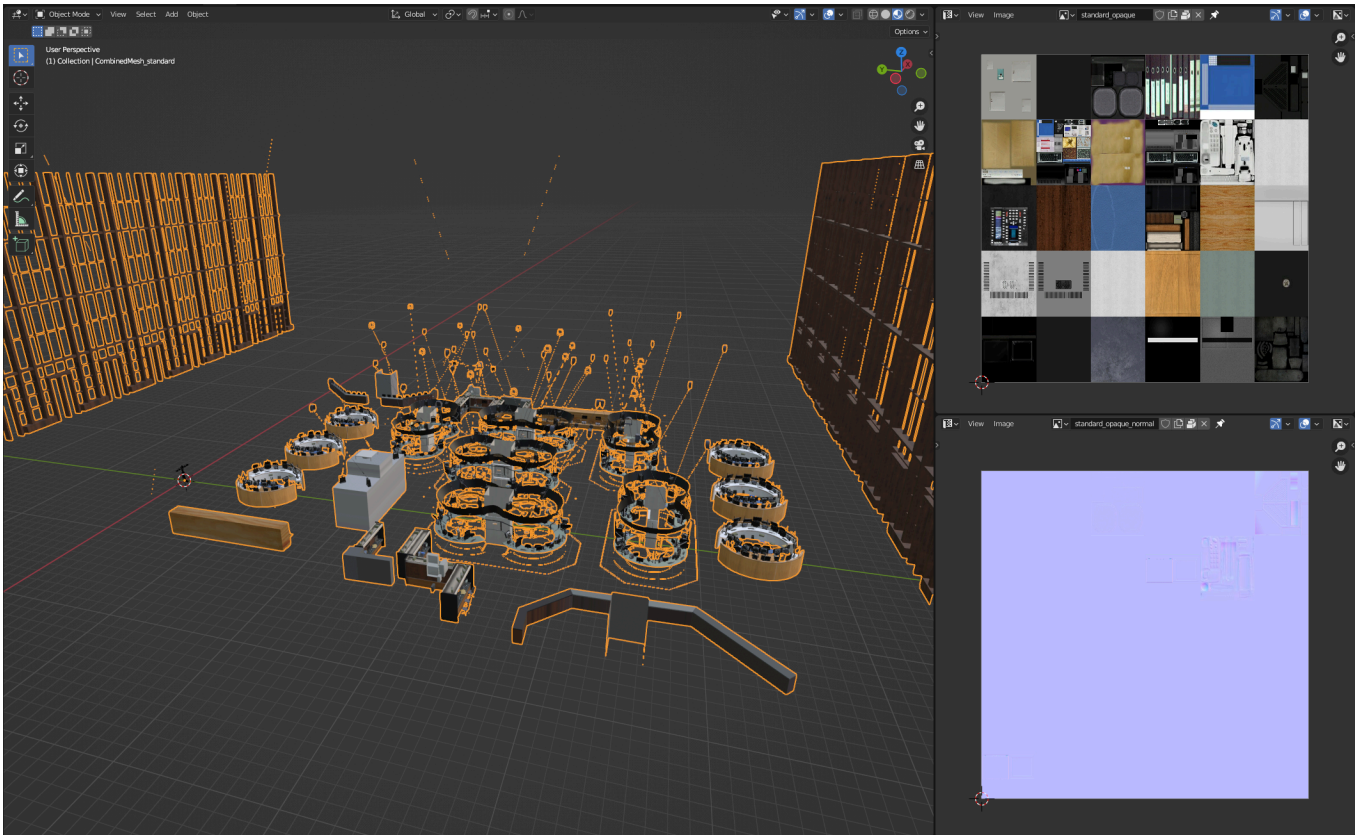
Validation report

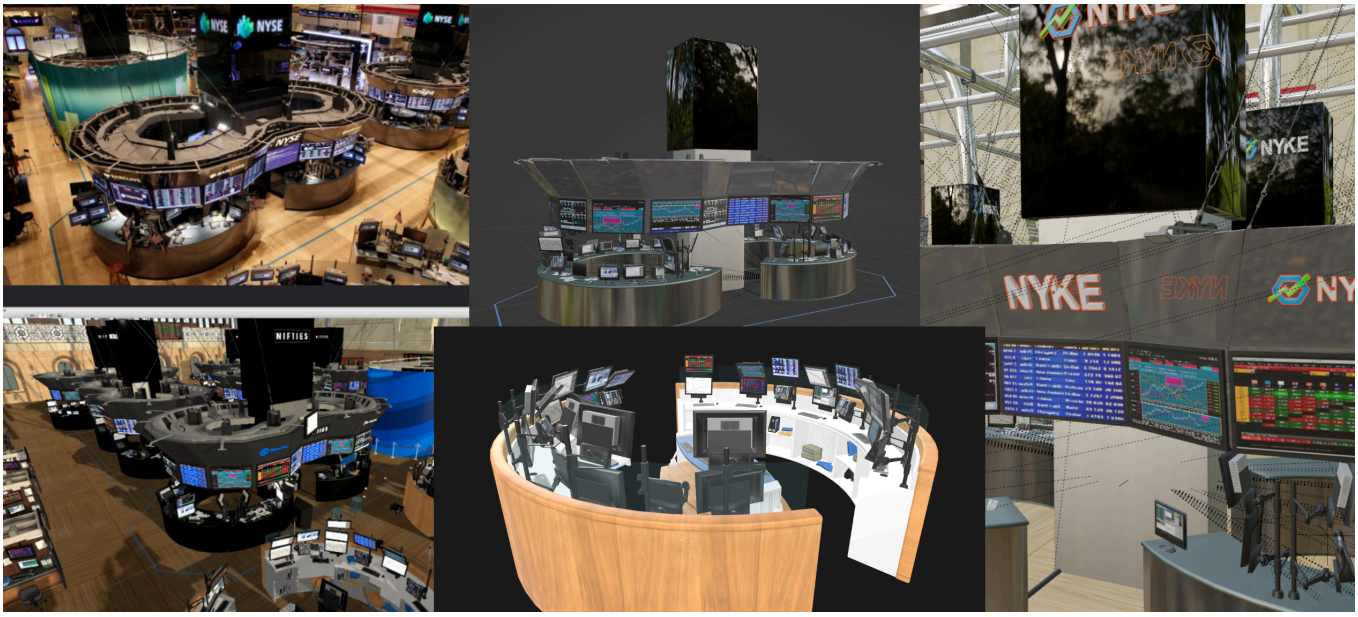
- **Format:** glTF 2.0
- **Generator:** Plattar UnityGLTF (2018.4.20f1)
- **Stats:**
  - 7385 draw calls
  - 0 animations
  - 975 materials
  - 909322 vertices
  - 717476 triangles
- **Extensions:**
  - KHR_texture_transform
  - KHR_materials_pbrSpecularGlossiness

Validation report

- **Format:** glTF 2.0
- **Generator:** Khronos glTF Blender I/O v3.3.36
- **Stats:**
  - 7 draw calls
  - 0 animations
  - 7 materials
  - 684568 vertices
  - 498732 triangles
- **Extensions:**
  - KHR_texture_transform
  - KHR_materials_specular

he used character studio to atlas the model





↑ 1 0 replies

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Meticulac:
I've been thinking a neat thing that a game-development community could do is work on a dungeon crawler that gets built up over time, by starting with the bottom level and then each year adding a new level on top that makes various references to the past year's events.

1

1 reply

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could have portals to different mini-games / things built by different projects

Category

Weekly Meetings

Labels

None yet

1 participant