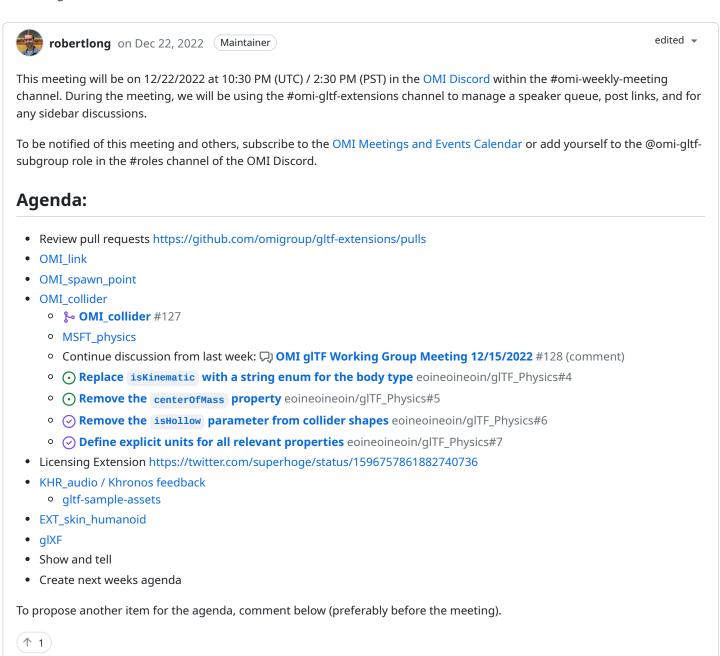


## OMI gITF Working Group Meeting 12/22/2022 #129

robertlong started this conversation in General





Oldest Newest Top



robertlong on Dec 22, 2022 (Maintainer) (Author

## OMI\_spawn\_point

• Next steps (team/group property) https://github.com/omigroup/gltf-extensions/pulls#issuecomment-1363409250



0 replies



robertlong on Dec 22, 2022 (Maintainer) (Author

## **OMI\_collider**

- General agreement on adding cylinder shape now. Still might need some changes to the language on implementation.
- In agreement on adding precomputed hull shapes. Need to specify maximum number of verts (255 is max in Unity)
- Still in disagreement on how mesh.primitives should be treated in hulls / trimeshes
  - Solution 1: Each collider supports exactly one hull / trimesh shape that has one primitive
    - Argument For: Simpler implementation in Godot. If you want multiple hull / trimesh shapes add more nodes/colliders in the same way we support other compound colliders.
  - Solution 2: Each collider support one or more hull / trimesh shapes (one per primitive)
    - Argument For: Less nodes which can be expensive depending on on the GLTF Loader implementation. Ex. Unity/Three.js create GameObject/Object3D's per shape. Hulls are usually used on dynamic objects so updating those extra transforms is extra work. Also, meshes already support multiple primitives in gITF so why not support them for multiple hulls/trimeshes



0 replies

## Category



General

Labels

None yet

1 participant

