

OMI glTF Working Group Meeting 6/8/2023 #170

robertlong started this conversation in **General**



robertlong 2 weeks ago Maintainer

edited ▾

This meeting is on 5/25/2023 at 9:30 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.

We have a bit of a problem due to DST, since the meeting time changes differently in different parts of the world

Agenda:

- OMI Physics Extensions VS MSFT Extensions
 - [GLTF Physics Standard](#) omigroup#393
 - Khronos Feedback
- Lightmap extension comparisons. Action items?
- OMI physics vehicles extension discussion
- OMI_physics_joint PRs:
 - [Add OMI_collider and OMI_physics_body extension validation](#) glTF-Validator#2
 - [Add OMI_physics_joint extension validation](#) glTF-Validator#3
 - [Add OMI_physics_joint extension](#) omi-godot#1
- Roblox glTF importer
 - Outreach for OMI extensions
- [EXT_manifold](#)
- [OMI_personality quotes property](#)
- [KHR_audio](#) comments
- [OMI_collider trimesh primitives](#)

Backlog:

- OMI Vehicles Extensions Research
- OMI / MX Components Extension
- We discussed <https://openmv.org> (Open Metaverse Foundation) and how we can synergize with their efforts. Should we make a showcase of our projects to open up a broader discussion?
- jin - proposals how to make our specs and work more accessible to others. showcase gltf models
- Review pull requests <https://github.com/omigroup/gltf-extensions/pulls>
- [EXT_skin_humanoid](#)
- [OMI_link](#)
- [OMI_spawn_point](#)
- Review [MSFT_physics](#)
 - [glTF_Physics_Blender_Exporter](#)

- [glTF_Physics_Godot_Importer](#)

- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR_audio / Khronos feedback](#)
 - [glTF-sample-assets](#)
- [Third Room Extensions](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

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

↑ 2

2 comments

Oldest

Newest

Top



aaronfranke 2 weeks ago Collaborator

Discussed in call between Aaron and Robert: The MSFT approach to colliders by having the type be a key with separate sub-JSON would make it difficult to implement. An implementation could look for the first key, but then that would break in this case:

```
{
  "extensions": {}
  "box": { "size": [1, 1, 1] }
}
```

↑ 1

0 replies



robertlong 2 weeks ago Maintainer Author

For generating Typescript types from the glTF spec's JSON Schema <https://github.com/robertlong/glTF-typescript-generator>

↑ 1

0 replies

Category



General

Labels

None yet

2 participants

