

 **omigroup / MSF-Delegates** Publicgenerated from [omigroup/working-group-template](#)

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# Research report on the artist story about downloading an asset and getting it through the 4 stages into a target platform #34

**fire** started this conversation in **General****fire** on Oct 26, 2022

Collaborator

edited ▾

Extracted from [#31](#)

There are at least four proposals from MSF.

[3D Asset Interoperability](#)[Digital Asset Interoperability](#)[Digital Fashion Wearables for Avatars](#)[Real/Virtual World Integration](#)

I would like an example implementation of these proposals.

For example our group V-Sekai have collaborated with an artist **MohkaNoir** though **silent**:



<https://twitter.com/MohkaNoir/status/1584236892521832448>

1. Mire is made in .blend and .unityasset forms
2. Mire can be converted to gltf and vrm
3. There are at least 3 types of clothing and a base model.
  - i. black shirt
  - ii. dress variant 1
  - iii. dress variant 2
  - iv. base model
4. What would it look like in Viverse, Cluster.mu, Third Room, V-Sekai and kalidoface 3d?

↑ 1

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**fire** on Oct 26, 2022

Collaborator

Author

edited ▼

Proposal for a lossy standalone tool to convert to standard formats:

1. .blend to .gltf
2. .unityasset to .gltf
3. .fbx to .gltf

↑ 1

0 replies

### Category

**General**

### Labels

None yet

### 1 participant

