omigroup / **gltf-extensions**   Public

<> Code   ⊙ Issues 8   �!⟩ Pull requests 4   💬 **Discussions**   ▷ Actions   •••

glTF Working Group Meeting 1/20/2022 #51

robertlong started this conversation in **General**

---

robertlong on Jan 16, 2022   Maintainer

OMI glTF Working Group Meeting 1/20/2022

This meeting will be on 1/20/2022 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.

Agenda

- OMI_audio_emitter
  - Add Contributors
  - Blender Addon Updates
- Collider extension
- Avatar Animation Retargeting

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

↑ 1

---

3 comments · 1 reply   Oldest   Newest   Top

---

antpb on Jan 20, 2022   Maintainer   edited ▼

Notes: mention of avatar humanoid style interop by Discord user tinyCornerstone. Mention of cataloging world by attributes like poly count, texture, filesize, bones, blend shapes, material count, rigging (rigging is a hard problem)

↑ 1   1 reply

robertlong on Jan 20, 2022   Maintainer   Author

Spoke extracts some of this info on export for determining scene performance. You can relatively easily extract most of this info from the glTF file. Even in a glb where you can request just the JSON chunk of the file

---

antpb on Jan 20, 2022   Maintainer

Note on blender addon: Storing binary data from media (like audio/video) is difficult in Blender. May need to start smaller as a first pass. Mentioned in meeting agreement to move forward with glb only as the PR currently sits.

↑ 1   0 replies

---

antpb on Jan 20, 2022   Maintainer   edited ⌄

Notes Collider:
Mauve mentioned: define collision boxes and decide physics at a later time.
iFire mentioned: needing rigid, rigid dynamic, custom in the collider spec (may be blocked by deciding approach)
Mauve mentioned: static/dynamic or another that defines collision boxes
Robert mentioned: we should document physics engines and prior work. Document shapes and bodies(rigidbody, softbody, etc) would be good to document approaches: bullet, NVIDIA PhysX, rapier, godot custom physics

Can we get to stage 4 without object visibility? Robert said yes.
Lyuma: we need an option to disable shapes or colliders from being actual colliders. Avoid blocking all collisions.

Robert showed two physics engines, Rapier and Unity

Rapier defines a shape of a body using colliders, different shapes available. All gets bundled to collider description which holds the position information. Enables triggers. Finds intersections.

Mauve mentioned: should stay as close to popular engine terminology for searchability relative to different implementations of OMI. fire mentioned we should document those terms from each engine.

Lyuma mentioned: Do bodies require a collision shape to be a child?

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

---

2 participants