

2025-07-23 Weekly Meeting 221 #545

indiebio started this conversation in **Weekly Meetings**



indiebio 5 days ago Maintainer

edited ▼

Weekly Meeting 221 is happening on Wednesday, 23 July 2025 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 as comments).

Demo's

working group updates: glTF, meta-org (incl Khronos, MSF...), media/curators, Virtual Worlds Museum, composable metaverse, experiments, add fun finds in the comments

Specific matters to discuss

- members page, add your info: <https://github.com/omigroup/omigroup/wiki/OMI-members>
- more discussion on membership tiers, and fees
- some news from indiebio: funded! Implications for OMI
- friends of OMI page?

Fun finds from Discord:

- <https://open-verse.eu/>
Open and co-created Virtual Worlds for Europe.
A EU-funded project promoting Europe's ethical virtual worlds vision: openness, inclusivity, and technological sovereignty.
- [AdamasVR](#) - modular VR prefabs instead of building entire applications from scratch

older stuff:

Feedback on Khronos meeting - aaron, Lyuma individual membership, follow up on improving communication - no response yet, leaving it until after SIGGRAPH, assume they're busy

glTF: IDEA RFC: OMI glTF Extension Sprint: A 4-Week Pilot Program: [omigroup/gltf-extensions#250](https://github.com/omigroup/gltf-extensions#250)

Input please: the OMI brand: <https://discord.com/channels/887789163045335081/1392194575845691494>

Revised vision: <https://github.com/omigroup/.github/blob/main/profile/README.md>

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indiebio 2 days ago

Maintainer

Author

more discussion on membership tiers, and fees:
issues to consider:

- Money hangups - paying money can be an incentive (and towards what? Could be a hostile takeover by people with money?) or a disincentive (people just leave altogether)
Having money is like having a little emergency fund available.
- There is a need for acknowledging people who do a lot of work, who have more "skin in the game" - a distinction, independent of money.
But if it's the people doing the most work having to pay, how is this not "oooh you have done so much work, now pay for it". That is absurd.
I think the paid thing needs to be different to the appreciation thing.
- If members pay, what is in it for members? What is the premium benefit?
Normal memberships should be free and open to anyone. So what do people get for this extra tier?

If there is not explicit benefits, if this is about "we need money", then we need a clear articulation of what makes the paying people different, and how to enter that privileged circle. So it's not some inside secret, that can lead to politics, if that makes sense.

What if someone is on the fence, we are at risk of losing them, and asking them to pay is the last nail in the coffin?

So, NOT looking at the money, let's look at the contributor tier golden circle thing, whatever we'll call it.

I think this is about unpacking what people do, **why we value them**, and the paying thing is what do people get from OMI, **why they value us**.

↑ 1

3 replies



indiebio yesterday

Maintainer

Author

Why would people want to pay?

There is an option to get into MSF, Khronos, facilitated by us but it's not really a thing.

If there is an underlying need we can revisit or have a specific campaign.

There is still a support us option through opencollective



indiebio [yesterday](#)

Maintainer

Author

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What do we as contributors want as acknowledgement?

Part of it is showing up, and having a sense of achievement, the cool thing of doing stuff together.

Strength of networks, knowing there are people to go ask for help, being able to access skills, even if your project is crazy.

Being a trumpet for our members, giving kudos and a platform for indie / grassroots projects.



indiebio [8 hours ago](#)

Maintainer

Author

Having this network doesn't make hard things easier, building metaverse - and working towards it being open rather than continuing the walled garden trend and the corporate surveillance capitalism - is really hard. But our group of people make what was impossible, possible, by exploring ideas and bringing diverse viewpoints and experience together.



indiebio [2 days ago](#)

Maintainer

Author

some news from indiebio: funded! not yet official, some admin hurdles left.

Bring water sensitive urban design into digital twins of cities, creating a visual canvas tool through and for participatory planning perspectives.

project abstract: <https://indiebio.co.za/aquasavvy/>

Implications for OMI:

I think our project looks at three, uh, subcomponents of the metaverse, and these will complement OMI's focus, extend OMI's reach, maybe:

First, the interoperability of different data, or knowledge infrastructures.

Second, the physical meets digital interoperability

Thirdly, the cultural interoperability, which I am using the "short hand" of player types - this links to the convergence culture working group idea.

↑ 1

0 replies



indiebio [yesterday](#)

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Author

Update from Keyframe: Virtual Worlds Museum: We are testing portals between platforms through MetaTraversal and also tracking the ability to open up new web-link TABS to worlds from Viverse and Spatial into Second Life.

↑ 1

0 replies



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Author

Friends of OMI - what would this mean? Like a letter of support, it's not about money, but about access.

E.g. MSF - membership for OMI

Khronos - work together on glTF

AIRCentre - data infrastructure co-research

echoing research we do

academic friends - AquaSavvy researcher.

W3C!! - needs work. Immersive workgroup chair - standards body behind webXR. Also the linkeddata people.

Objective is less about money, or explicitly not about money, but about relationships, networks, raising the profile of OMI (cross pollinate ideas)

↑ 1

0 replies



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Maintainer

Author

curator group: How can we add content as a group? Add content, fun finds ... especially for people not comfortable on Discord or wider than Discord. E.g. a web form, or a tag, or a github thing, or an email like radar@omigroup.org, and then it automatically channels it to one place where we can catch it.

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

aaron: did a huge PR to Godot. Not much happening on glTF right now

↑ 1

1 reply


indiebio yesterday

Maintainer

Author

edited ▾

the npm package has been updated for a while already: <https://omigroup.github.io/three-omi/>,
<https://www.npmjs.com/package/three-omi>


indiebio yesterday

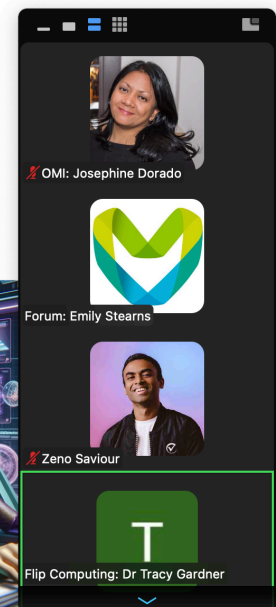
Maintainer

Author

from avatarjoy: **@funksoup** was at MSF's Education group meeting and she shared that they are looking for metaverse 'field trips' -- from her update: could be another oppty to collab (I know there have been field trips in the past, tho now specifically the Education working group has their eyes on this & is coordinating) -- I will followup with her on if they shared what and how of this.

Education: Metaverse Field Trips - Call for Participation

- Series of **Metaverse 'Field Trips'**
 - Starting on **Sep. 9**
 - **Web-based** platforms
 - **Educational** experiences
 - **Public** events
- Call for participation:
 - **Platform & educational experiences builders**
 - **Members** to help organize events
 - **Everyone: help us spread the word, please!**



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1 reply


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shared more info on the MSF Edu meeting: Here is the full slide deck:

https://docs.google.com/presentation/d/1BuAVbijHnaB_LBtyas-27dkvsUkw72_ztGtgzXl9uEA/edit?usp=sharing

(though I still do not see specific contact info for submitting field trip suggestions)

-- folks might also be interested in the Upcoming Events slide (slide 29)

-- & slide 22: AI x Metaverse working group

-- I will try to go to the plenary meeting tonight (same meeting, diff time) & ask about field trip contact info

**indiebio** [yesterday](#)

Maintainer

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On the metaverse radar ... (curation of existing content)

<https://x.com/babylonjs/status/1946979039035458020>

Did you know that Babylon.js supports all of the latest PBR features of the glTF format? This includes Clear Coat and Emission, as well as post process effects like Glow!

<https://x.com/RJFWhite/status/1947300890139898354>

Mass-scale multiplayer worlds are coming to the browser. Post

[@WebGPU](#)

on iOS in September it's going to be a whole other level!



1

1 reply

**indiebio** [yesterday](#)

Maintainer

Author

the npm stuff, created by OMI, is creating content, a bit more difficult than sharing existing content

**indiebio** [yesterday](#)

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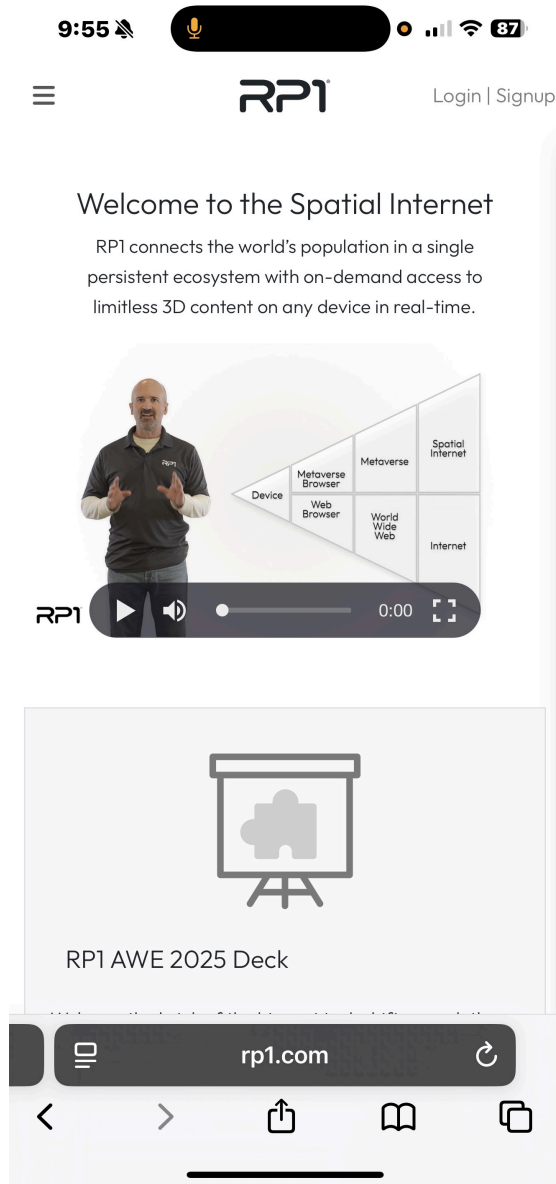
Author

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RP1, busy busy.

Chat heads to an apple (3D) on a sheet of paper (2D) and how people living on a 2D sheet of paper could not understand what an apple is, and only get the points where this 3D thing touches the paper, and don't understand how the different spots are still part of the same thing. So in this metaphor, the metaverse is the apple, and the current internet, that was designed in a text sort of way, is the sheet of paper.

RP1 related triangle: <https://rp1.com/learn>



0 replies

Category

 Weekly Meetings

Labels

None yet

1 participant

