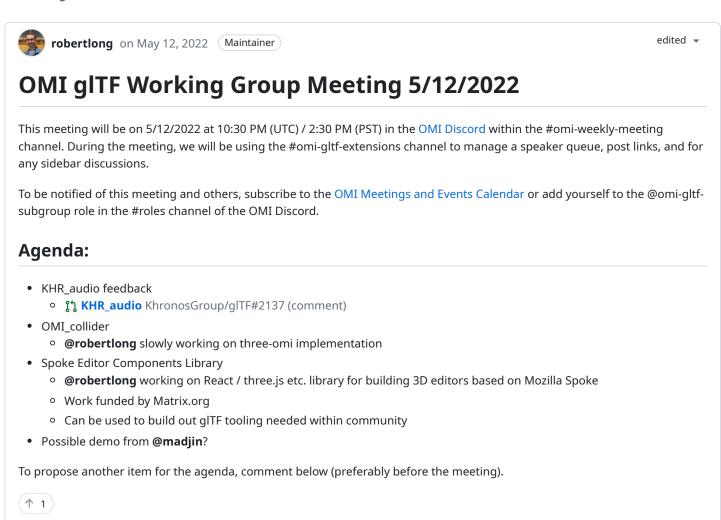


OMI gITF Working Group Meeting 5/12/2022 #83

robertlong started this conversation in General





Oldest Newest qoT



robertlong on May 12, 2022 (Maintainer) (Author

edited -

Notes

- KHR audio
 - Add autoPlay and loop back into the spec
 - o Refactor spec to reflect the "audio graph" proposal ያኒ KHR_audio KhronosGroup/gITF#2137 (comment)
- OMI collider
 - three-omi implementation should set Rapier collision transform with world position when OMI_physics_body doesn't exist

- Tooling
 - Overall just need to improve tooling situation. Using Blender isn't as desirable for artists used to doing this type of work in-engine. However, Blender is also neutral-ground vs the various engines.
 - Possible to use Spoke as the base for a web editor which is missing.
 - We should also keep pressure on getting gITF authoring support into Unity, Unreal, Godot, etc.
- @madjin demoing interoperable space
 - o Question of what interoperability demos can we do within this space?
 - Targeting Webaverse, VRChat, and PlayCanvas
 - What can we do beyond just base gITF interoperability? Behaviors, audio, physics?
 - How would we author this content? Unity -> VRChat, Unity -> Needle Tools -> Webaverse, Unity -> UnityGLTF or glTFast -> PlayCanvas



0 replies

Category



General

Labels

None yet

1 participant

