


 omigroup / omigroup Public

&lt;&gt; Code

Issues 11

 Pull requests 2 Discussions Projects 1

...

## 2024-06-26 Weekly Meeting 165 Notes/Agenda #477

indiebio started this conversation in **Weekly Meetings**



indiebio 2 days ago Maintainer

edited ▾

Weekly Meeting 165 is happening on Wednesday, 26 June 2024 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, welcome, shootin' the breeze ...

Debrief: glTF X spaces - some notes and draft blogpost: [https://hackmd.io/\\_ttU1AowRVCyb9q46kyM-Q](https://hackmd.io/_ttU1AowRVCyb9q46kyM-Q)

- Meeting bullet points to go to a PR (jin?)
- blog draft intended as a high level post, only purpose is to show that OMI is out there, for our members. Main take-away is to have more publically accesible meetings.  
ACTION: members share what key take-aways they had, and what to include in the blog
- what's next? :)

"metaverse festival reloaded" - Feb 2025, part of indiebio's research. IRL in the Azores, but also online, have Spaces and in-world etc. - <https://floating-blue.gitlab.io/> NB: VERY early website, NOT ready for sharing.

mrmetaverse short film: <https://x.com/mrmetaverse/status/1804356138676199661>

How about doing this for a Saturday chill? <https://hyperfy.io/numinia-session-zero/>

↑ 1

3 comments · 6 replies

Oldest

Newest

Top



indiebio 2 days ago Maintainer Author

glTF X Spaces debrief:

For future:

- have a pinned message listing 1) where the background links are that feeds into the discussion, and 2) the various ways it's possible to engage and ask questions or give comments (e.g. type in Discord to be relayed, have a watch party in Discord?)
- basic flyer to re-use for quick image

↑ 1

3 replies

**indiebio** yesterday

Maintainer

Author

discussion was fantastic, but what actions could happen?  
The concerns we had were acknowledged, so that's good.

**indiebio** yesterday

Maintainer

Author

Something that's annoying me is that there are two things I'd like to bring up to see if they're worth comparing and contrasting with the proposed glTF interactivity system, but I can only remember where I saw one of them. Unreal blue prints, Unity bolts  
One of them is <http://wiki.ros.org/ROS/Concepts> which involves computation graphs, and I was wondering how well ROS's computation graphs and glTF's behaviour maps might map onto each other.

**indiebio** yesterday

Maintainer

Author

aaron: this is why we need to take it slow, to implement and take our time seeing how compatible these are with each other

**indiebio** yesterday

Maintainer

Author

Conversation about open source music - ogg, and opus

↑ 1

1 reply

**indiebio** yesterday

Maintainer

Author

edited ▼

<https://audio.online-convert.com/convert-to-ogg>

<https://opus-codec.org/>

see also glTF <https://github.com/omigroup/glTF-extensions/tree/main/extensions/2.0>

[https://github.com/omigroup/glTF-extensions/tree/main/extensions/2.0/OMI\\_audio\\_opus](https://github.com/omigroup/glTF-extensions/tree/main/extensions/2.0/OMI_audio_opus)

**indiebio** yesterday

Maintainer

Author

jin - MSF update on AI transcribe things.

Meetings, past presentations are raw ingredients. Need these to be processed and condensed for e.g. new members

↑ 1

2 replies

**indiebio** yesterday

Maintainer

Author

But there's also intent - a meeting without a clear purpose, any sort of gathering or action without a clear purpose is just talk. No amount of processing is going to get it into anything



**indiebio** yesterday   Maintainer   Author

<https://github.com/njvack/markdown-to-json>

Category

 Weekly Meetings

Labels

None yet

1 participant

