

2024-09-11 Weekly Meeting 176 #486

indiebio started this conversation in **Weekly Meetings**



indiebio 2 days ago Maintainer

Weekly Meeting 176 is happening on Wednesday, 11 September 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, shootin's the breeze

Ys demo video now live (unlisted, will make public after committee go-ahead)

<https://youtu.be/T8v2JtB4cs4>

Feedback from Spaces with Wagner James.

He wrote a blog afterwards - comments welcome. Are members happy to comment individually? Do we want to comment something as OMI?

<https://nwn.blogs.com/nwn/2024/09/open-metaverse-interoperability-myth-wagner-james-au.html>

Solo name vote:

<https://discord.com/channels/887789163045335081/887789163045335086/1283142164020330619>

mrmetaverse: I am building an active bench. Looking for LangChain and Full Stack devs to service a few of our deals in the pipeline. If you or anyone you know are looking for work, please message me.

indiebio is getting a [Frame.work](#) laptop, caused a MacOS / Linux conversation again

<https://discord.com/channels/887789163045335081/887789163045335086/1282508988696625214>

including chat about FL studio emulation

https://www.reddit.com/r/WeAreTheMusicMakers/comments/blgcp4/psa_fl_studio_working_near_flawlessly_on_linux/

fun finds:

Pablo: <https://dafneplus.eu/>

Meticulac: the IEEE now has a section dedicated to metaverse topics: <https://metaversereality.ieee.org/>

indiebio: A promising upcoming technology - NextGraph (based on Oxigraph that has recently been packaged for Debian) has a survey with an introduction briefly covering a lot of pros and cons of related tech, including blockchain, Java being memory-heavy, GDPR-benefits of RDF and more:

<https://nextgraph.org/survey/>

↑ 1

6 comments · 5 replies

Oldest

Newest

Top



indiebio yesterday

Maintainer

Author

edited ▼

jin update Substrata people keen to help with metaverse festival, aim for November, with a macey's thing vehicle interop / parade event in november

going to do an in-world show/tell field trip at the WIP meetup next week thursday 3pm est

↑ 1

1 reply



indiebio yesterday

Maintainer

Author

<https://overturemaps.org/> re: open street maps



indiebio yesterday

Maintainer

Author

edited ▼

Keyframe - met with Stanford reserving games

Recording the culture of what happens in those platforms

<https://www.digitalpreservation.gov/partners/pvw.html?loclr=blogsig>

Also met with Hubs Foundation - opened up documents and things needed for people to make their own hubs. It is now officially open for people to contribute

WebXR Hubs exhibit to show open source technologies

<https://hubsfoundation.org/>

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

NathanG: recap World of Warcraft activation - welcome back!

↑ 1

1 reply

**indiebio** yesterday

Maintainer

Author

edited ▼

LevityRace.com**indiebio** yesterday

Maintainer

Author

feedback about Spaces: aaron bought the book "making a metaverse that matters"

↑ 1

2 replies

**indiebio** yesterday

Maintainer

Author

Nathan: Twitter outreach idea

What was the most surprising or thought-provoking point to y'all from the book 'Making Metaverse that Matters'?

**indiebio** yesterday

Maintainer

Author

another book: <https://ournextreality.com/>

i like to read project aria docs for AI + XR

https://facebookresearch.github.io/projectaria_tools/docs/intro

**indiebio** yesterday

Maintainer

Author

glTF update: active, meetings are going well, join on thursday! Vehicle interop is going well

↑ 1

0 replies

**indiebio** yesterday

Maintainer

Author

jin digital fashion, saw a new group pop up <https://twitter.com/DFDCxyz>
Digital Fashion Designer's Council (DFDC)

↑ 1


1 reply

**indiebio** yesterday

Maintainer

Author


M3 is working on open source version of layered clothing



GitHub

APP


Yesterday at 2:01 AM



memelotsqui

[CharacterStudio:layered-clothing] 1 new commit

245b308 add bone selector option - memelotsqui




memelotsqui

[CharacterStudio:layered-clothing] 3 new commits

cfcd4f0 add load gltf model call - memelotsqui

05917b4 open bone selector up[on loading gltf file - memelotsqui

bd0b1f2 set higher max distance - memelotsqui



memelotsqui

[CharacterStudio:layered-clothing] 1 new commit

b85cc91 remove debug code - memelotsqui



Category

 Weekly Meetings

Labels

None yet

1 participant

