

## omigroup / omigroup

Public

[Code](#) [Issues 38](#) [Pull requests](#) [Discussions](#) [Projects 2](#) [...](#)

# 10/26/22 Weekly Meeting 79 Agenda #307

**antpb** started this conversation in **Weekly Meetings**



**antpb** on Oct 24, 2022

Maintainer

edited by mrmetaverse ▾

Weekly Meeting 79 is happening on Wednesday October 26, 2022 from 9:00 AM PST(16:00 UTC) - 10:00 AM PST (17:00 UTC)

You can add it to your calendar [here](#).

We'll be meeting again in the omi-weekly-meeting channel of the [AngellXR/OMI Discord](#).

We regularly use the # omi-meeting-chat channel for text chat.

## Who we are and why we're here:

The Open Metaverse Interoperability Group (OMI) is focused on bridging virtual worlds by designing and promoting protocols for identity, social graphs, inventory, and more. Our members include businesses and individuals working towards this common goal.

If you're an observer or here for the first time, this is a meeting where people who work on the OMI group initiatives discuss updates and contribution opportunities for current projects and goals. This is your chance to jump in and help!

We welcome you to introduce yourself in #omi-meeting-chat as we dive into the agenda items. There will be an open floor in the last 15 minutes of the meeting (agenda permitting) where we can discuss any items you feel are relevant to the current or near future OMI goals.

## Agenda

- Volunteer to take notes? Volunteer to record?
- Welcome newcomers

## Working Group Updates:

- [MSF delegates](#) (setting up the repo)
- [UX Research](#)
- [Scripting group](#)
  - OMI developer hour\*
- [glTF Extensions Group](#)
  - Progress on OMI\_ref and authoring extensions

- [Media Group](#)
- [M3 avatar interop](#)
- [OMI Website update](#)
- any others?

## Discussions:

- a note on how we respect and communicate with others.
- [🔗 Invited Rep from Tech Circus to some and discuss the upcoming event with the community #308](#)
- [🕒 Open Metaverse Conference #309](#)
- <https://github.com/omigroup/omigroup/milestone/1>
- Adding OMI to the street Jin shared last week.
- [🕒 OMI audio emitter content and use case celebration website#59](#)

## Future demo themes:

- `OMI-audio-emitter` exploration and demo
- `OMI-collider` exploration and demo
- `Generative and AI tooling`
- Any other suggestions?

↑ 1

8 comments · 9 replies

Oldest

Newest

Top

 **pcsmgnt** on Oct 25, 2022 Collaborator

edited ▾

Not confirmed, but a rep from Tech Circus may be coming to speak about their upcoming event in November. A new issue has been created for this

↑ 1

1

3 replies

 **mrmetaverse** on Oct 26, 2022 Maintainer

#308

 **mrmetaverse** on Oct 26, 2022 Maintainer

## Tech Circus "Enter the Metaverse"

Tech Circus has an event coming up November 28th and 29th, called "enter the Metaverse".

Discussing things like gaming, Interoperability, scalability, UX/UI, etc.

They are seeking speakers to attend the event in London. If there is interest in attending the event they would love to speak with us as well.



**pcsmgnt** on Oct 26, 2022 Collaborator



**MylesMcM** Today at 17:58

If anyone wants to attend the Enter The Metaverse Summit, you can grab £50 off with my code Myles50 - but hit me up at [myles@techcircus.co.uk](mailto:myles@techcircus.co.uk) if you are interested in speaking or partnerships, or to perhaps claim one of the few remaining guest passes I have left



[myles@techcircus.co.uk](mailto:myles@techcircus.co.uk)

edited ▾



**mrmetaverse** on Oct 26, 2022 Maintainer

## MSF - Delegates repo

A new Plenary meeting occurred this morning.

- several new MSF opportunities emerged
  - a new interoperable avatar proposal was drafted as well

Meta:

- Delegates have been meeting to reflect on how they can meet the needs of gaps they are having.
- if you would like a recording please reach out in the channel to **@humbletim**

If there is interest in getting involved as a delegate, please reach out as well. They were recently able to add Sindhu to the MSF delegates.

↑ 1

1 reply



**pcsmgnt** on Oct 26, 2022 Collaborator

New MSF proposals from the community include:

- Jobs Board
- Exploratory Group Matching-Making Assistance

I think both are great!



**mrmetaverse** on Oct 26, 2022

Maintainer

## UX Research

- Newest group, still forming our repo, etc.
- Next meeting is on November 1, 2022 at 16:00 UTC
- Do you have an idea for things we should research? Where should we start? [What are your ideas for problems worth solving?](#) ux-research#12
  - Next meeting we will review and discuss!

↑ 1

0 replies



**mrmetaverse** on Oct 26, 2022

Maintainer

## Scripting

Next meeting is tomorrow at 17:00 UTC.

## DevHour

Next meeting is next week on Thursday.

↑ 1

0 replies



**mrmetaverse** on Oct 26, 2022

Maintainer

edited ▾

## gLTF

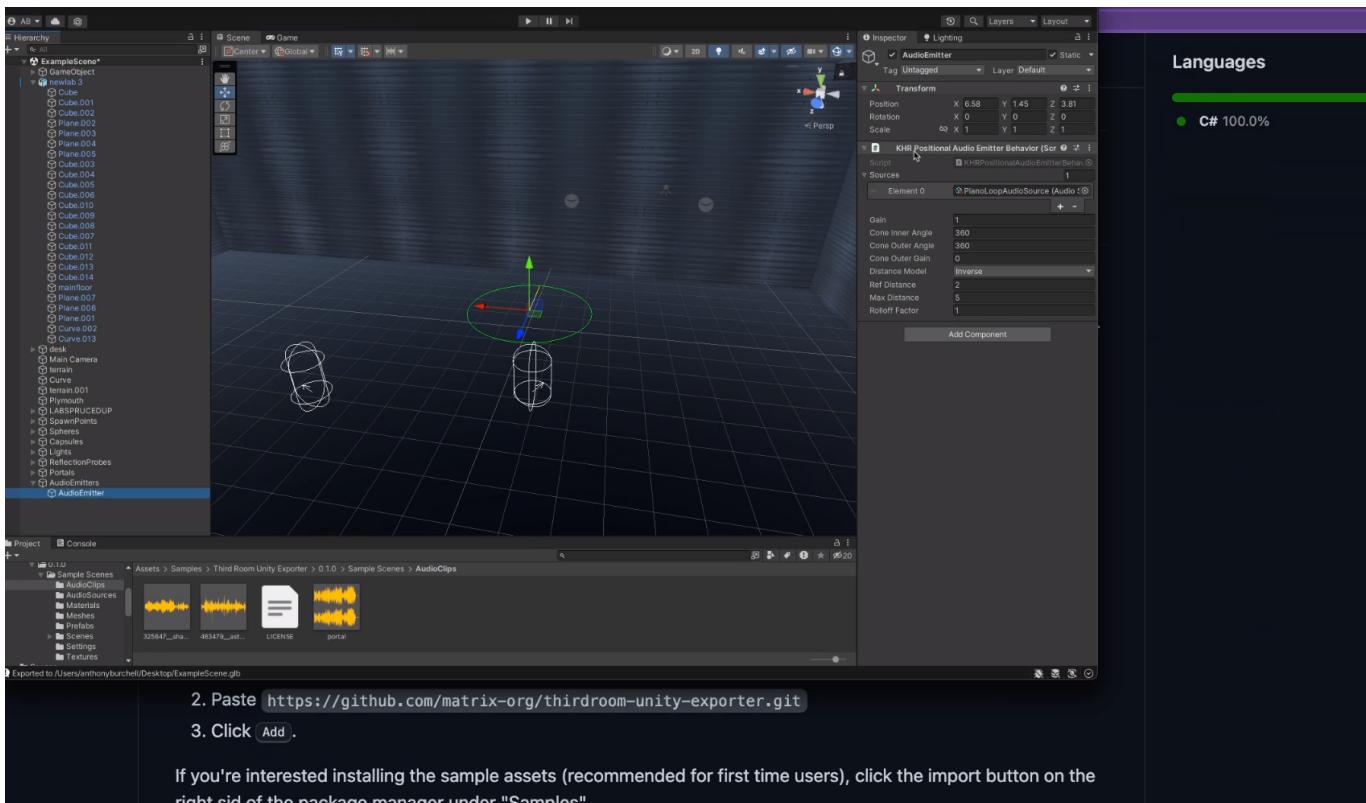
## Demo

```

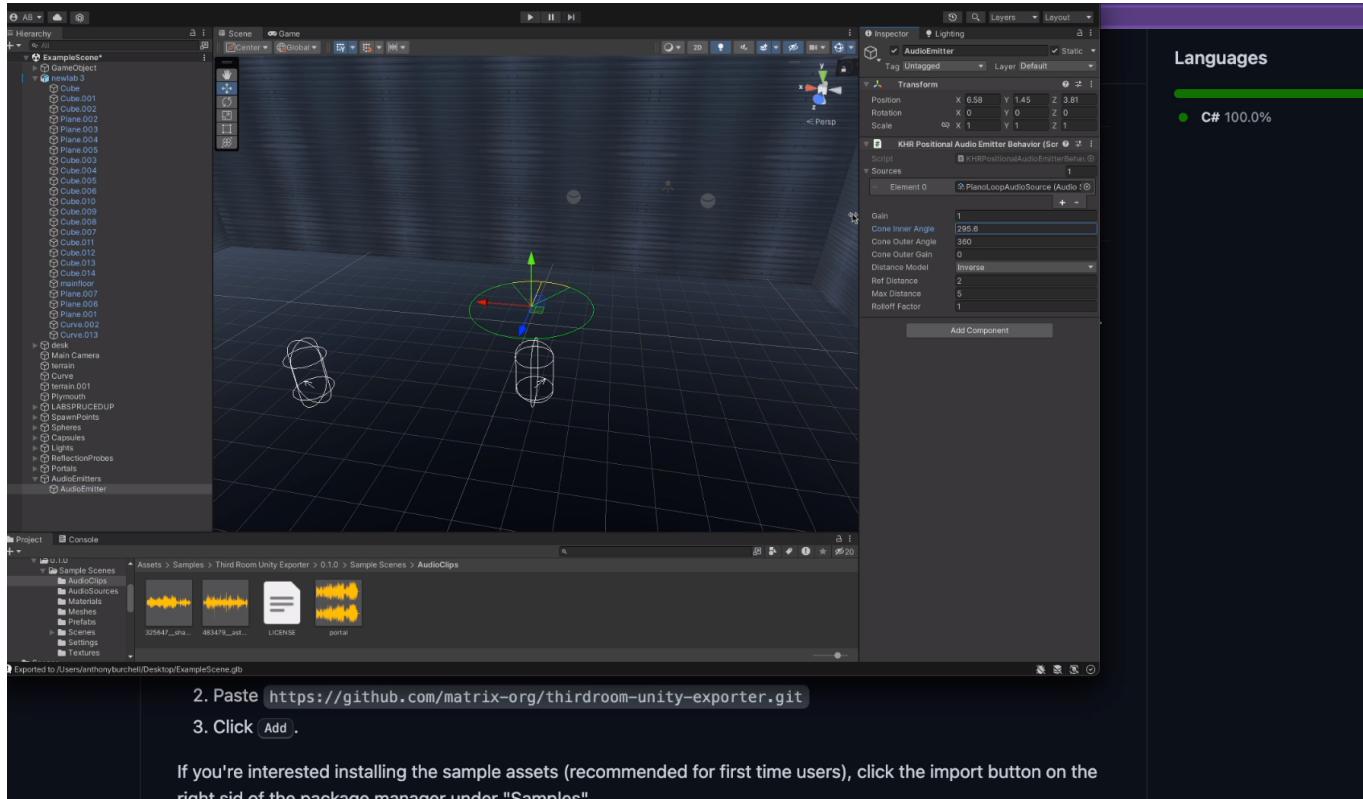
        }
    ],
    "sources": [
        {
            "name": "Clip 1",
            "gain": 0.6,
            "autoPlay": true,
            "loop": true,
            "audio": 0
        },
        {
            "name": "Clip 2",
            "gain": 0.6,
            "autoPlay": true,
            "loop": true,
            "audio": 1
        }
    ],
    "audio": [
        {
            "uri": "audio1.mp3",
        },
        {
            "bufferView": 0,
            "mimeType": "audio/mpeg"
        }
    ]
},
"scenes": [
    {
        "name": "Default Scene",
        "extensions": {
            "KHR_audio": {
                "emitters": [0]
            }
        }
    }
]
}

```

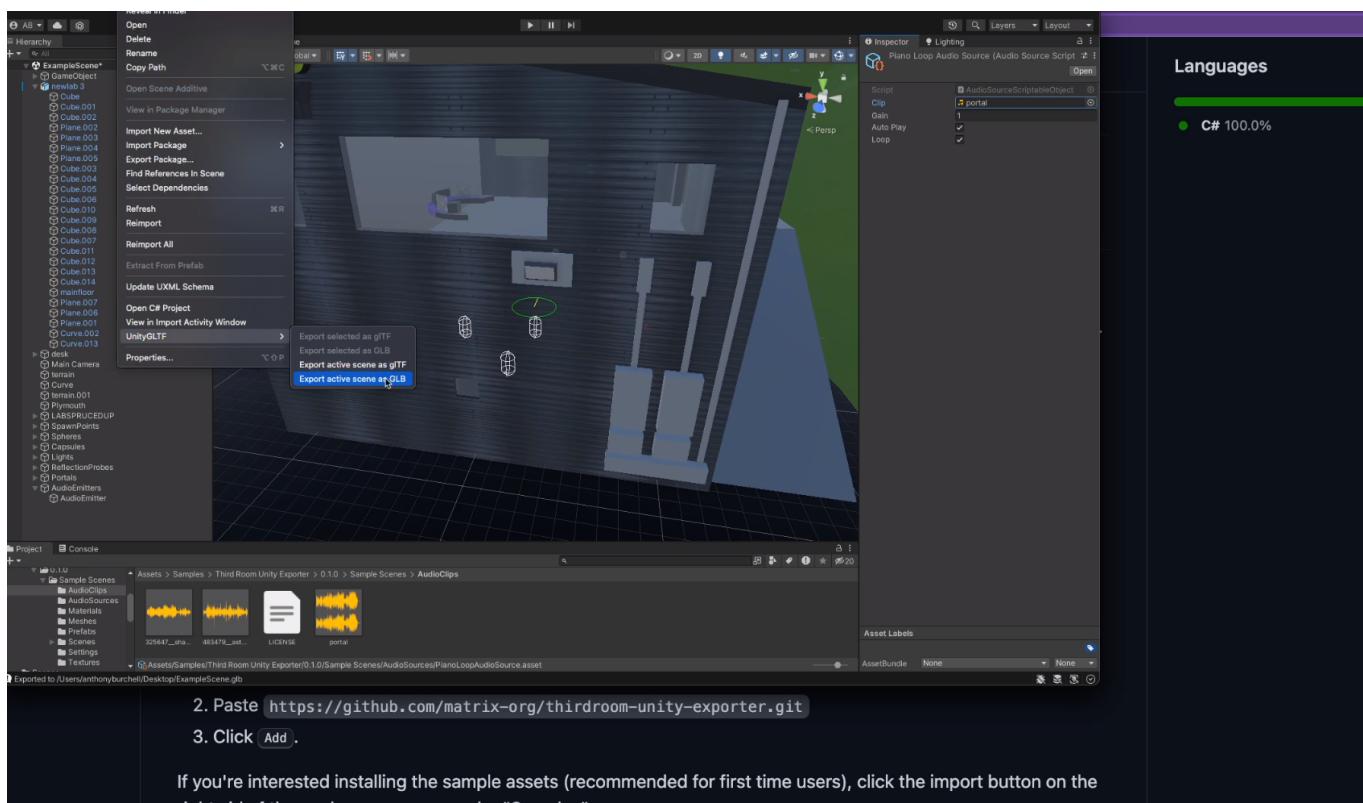
using thirdroom exporter



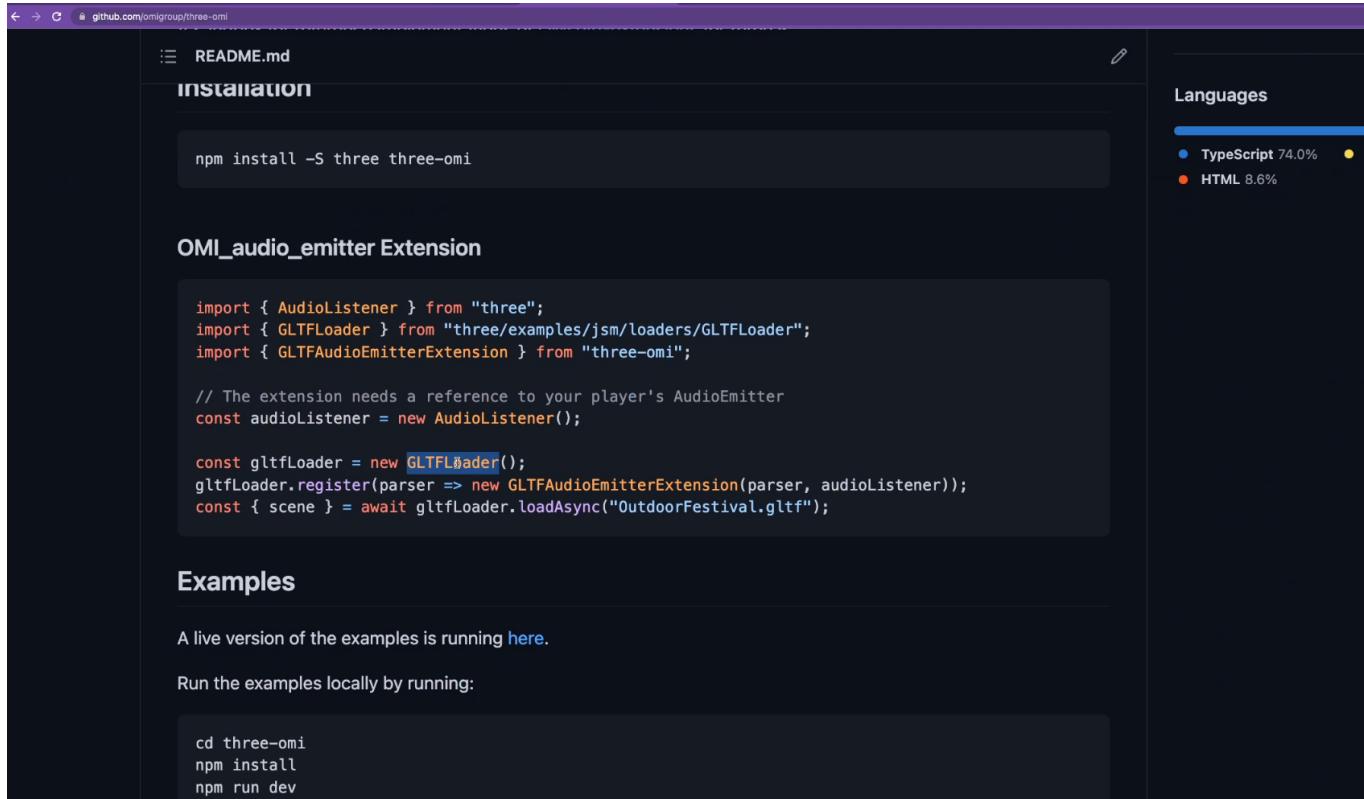
Gives a nice interface to show what the values will look like for audio. Green is what you will hear, and yellow what you won't



When it's all set up in a space, the third room exporter will package everything for you



threeomi loader



Installation

```
npm install -S three three-omi
```

### OMI\_audio\_emitter Extension

```
import { AudioListener } from "three";
import { GLTFLoader } from "three/examples/jsm/loaders/GLTFLoader";
import { GLTFAudioEmitterExtension } from "three-omi";

// The extension needs a reference to your player's AudioEmitter
const audioListener = new AudioListener();

const gltfLoader = new GLTFLoader();
gltfLoader.register(parser => new GLTFAudioEmitterExtension(parser, audioListener));
const { scene } = await gltfLoader.loadAsync("OutdoorFestival.gltf");
```

### Examples

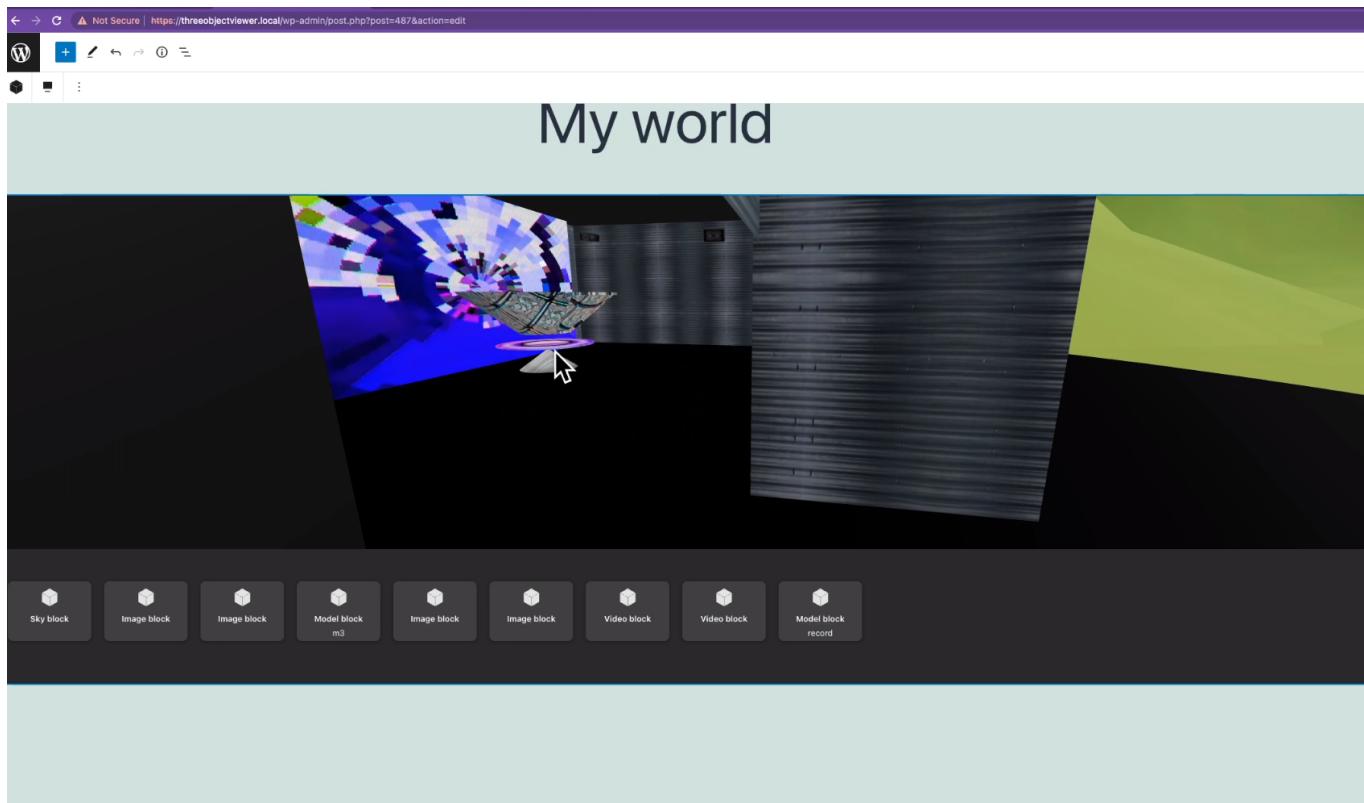
A live version of the examples is running [here](#).

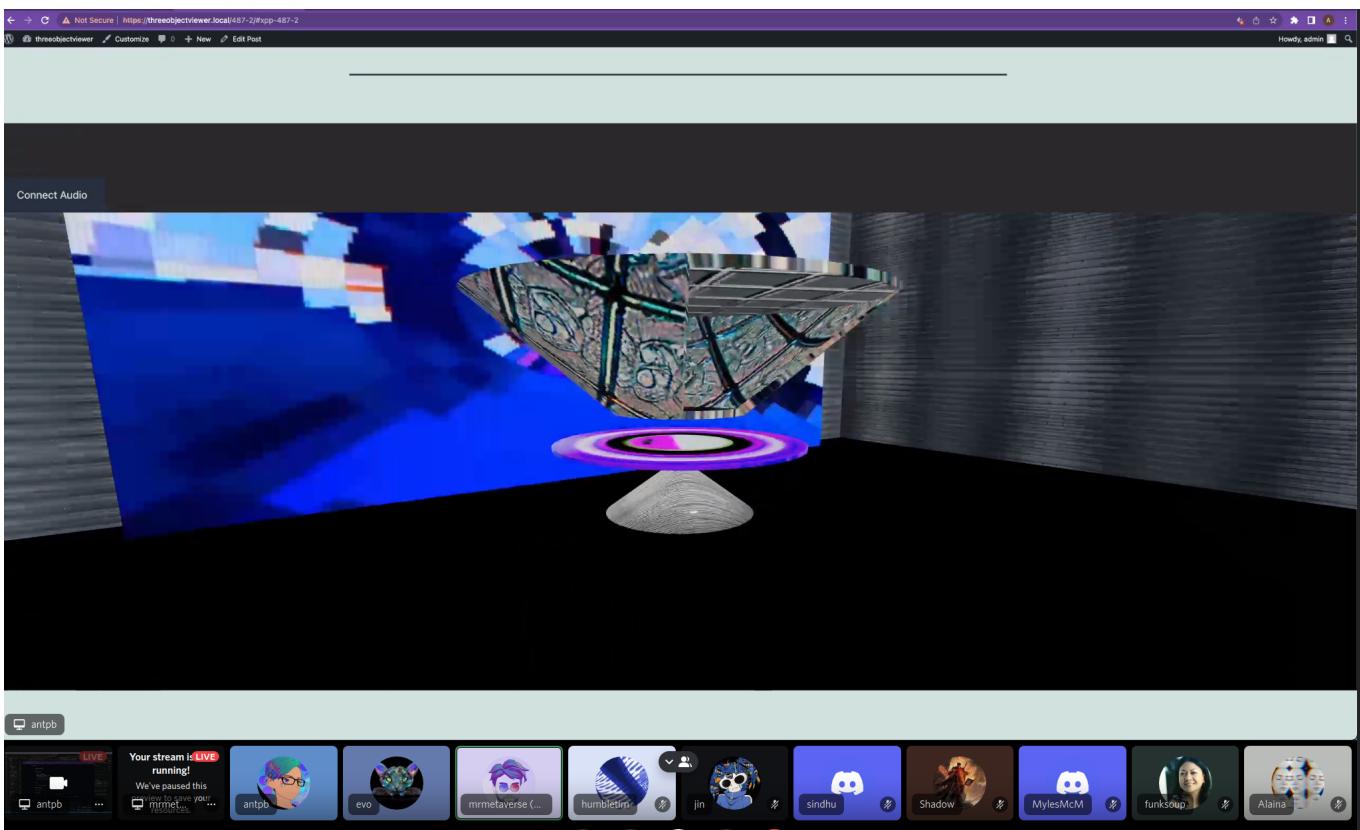
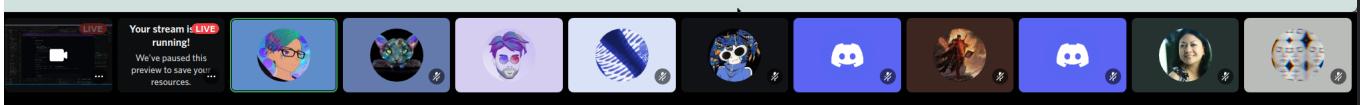
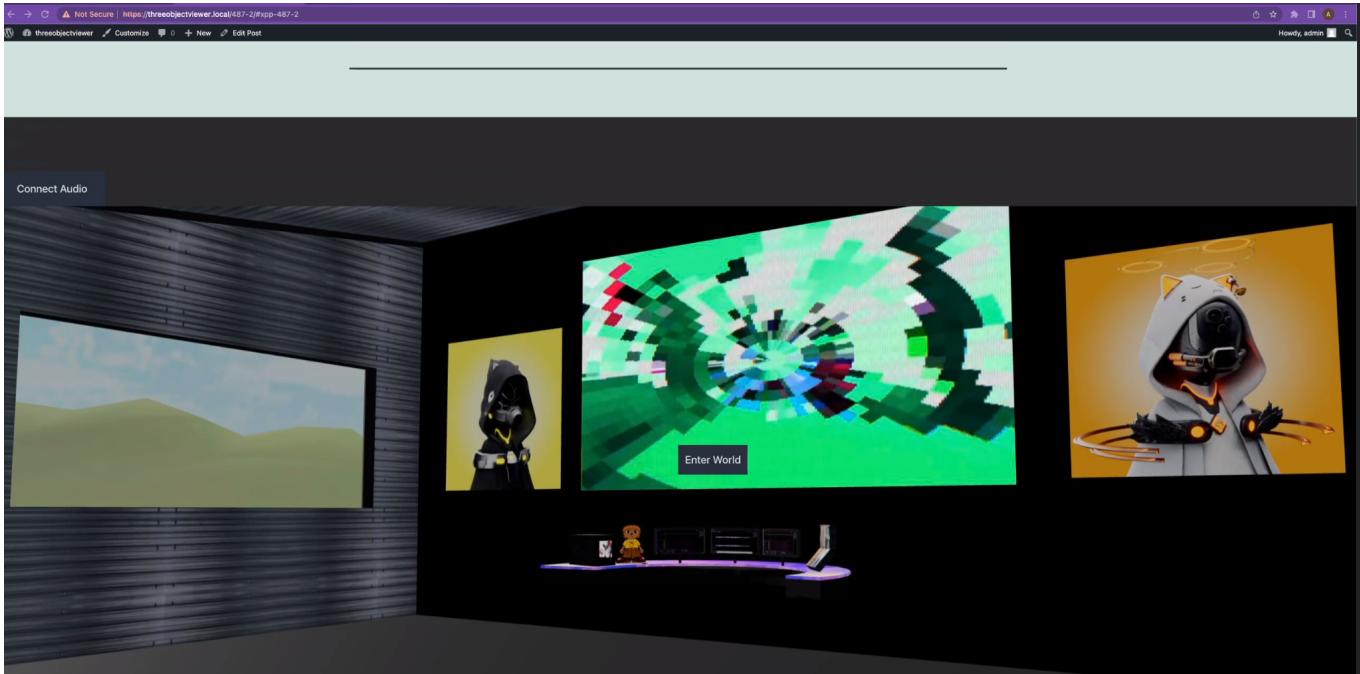
Run the examples locally by running:

```
cd three-omi
npm install
npm run dev
```

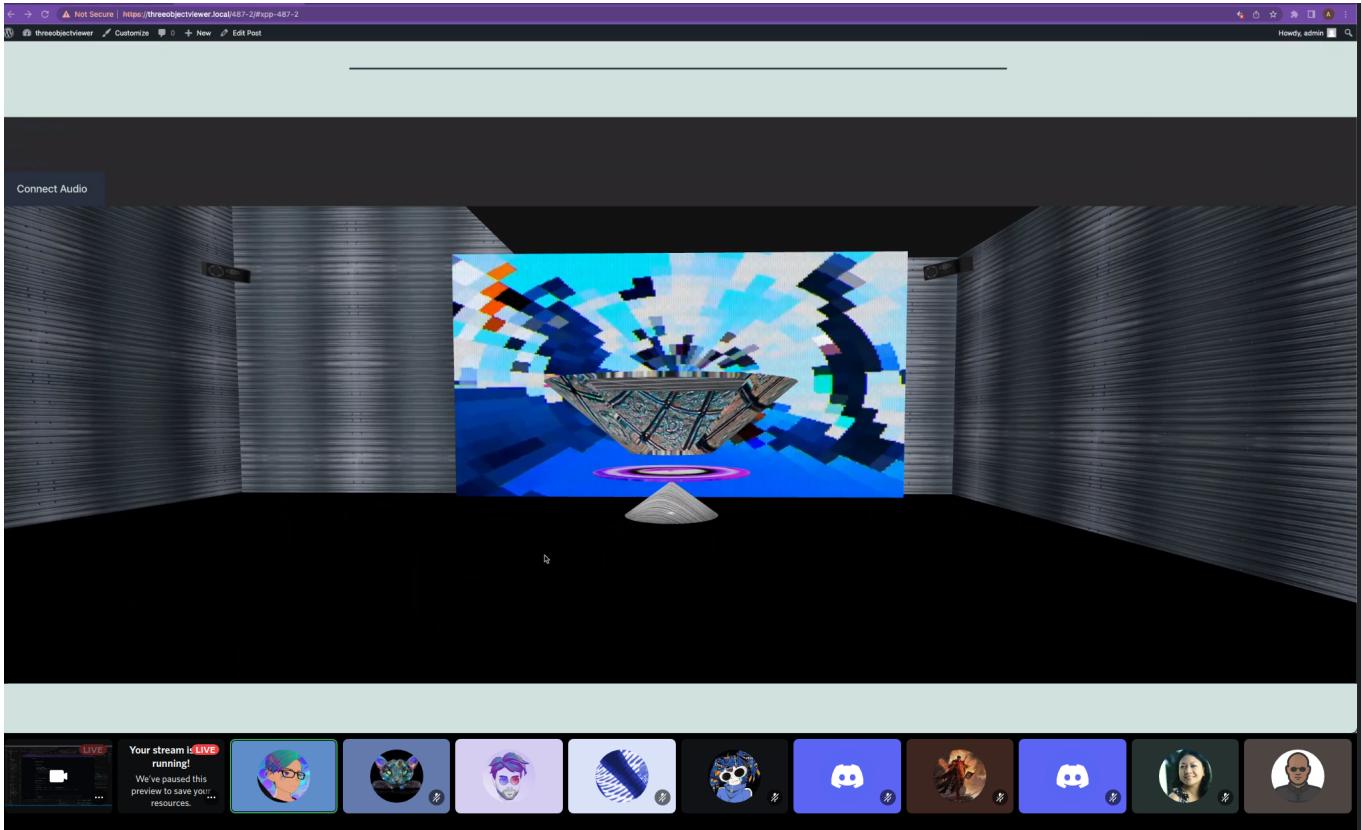
just add the audio extension, which will parse the glb file, and the audio will respond.

You can

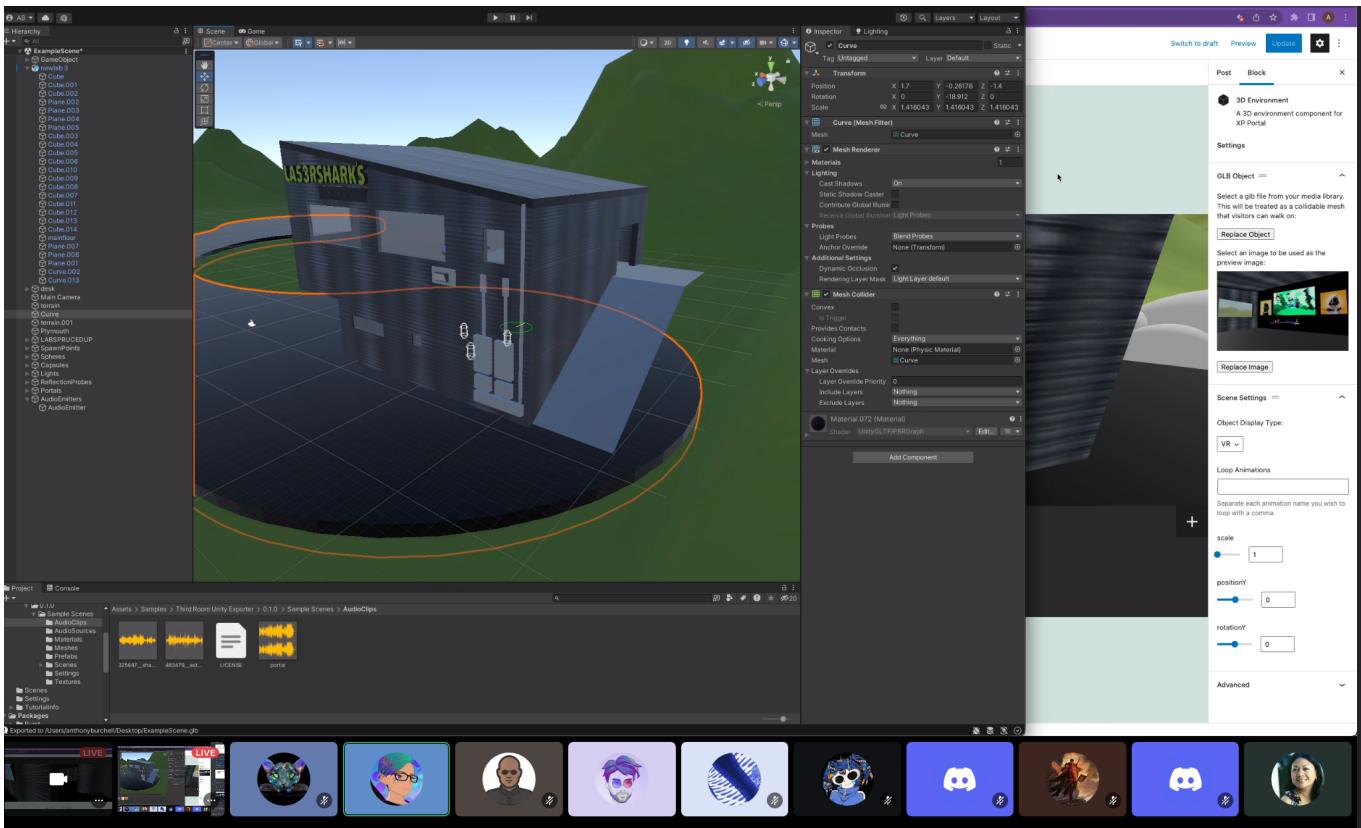




spatial audio



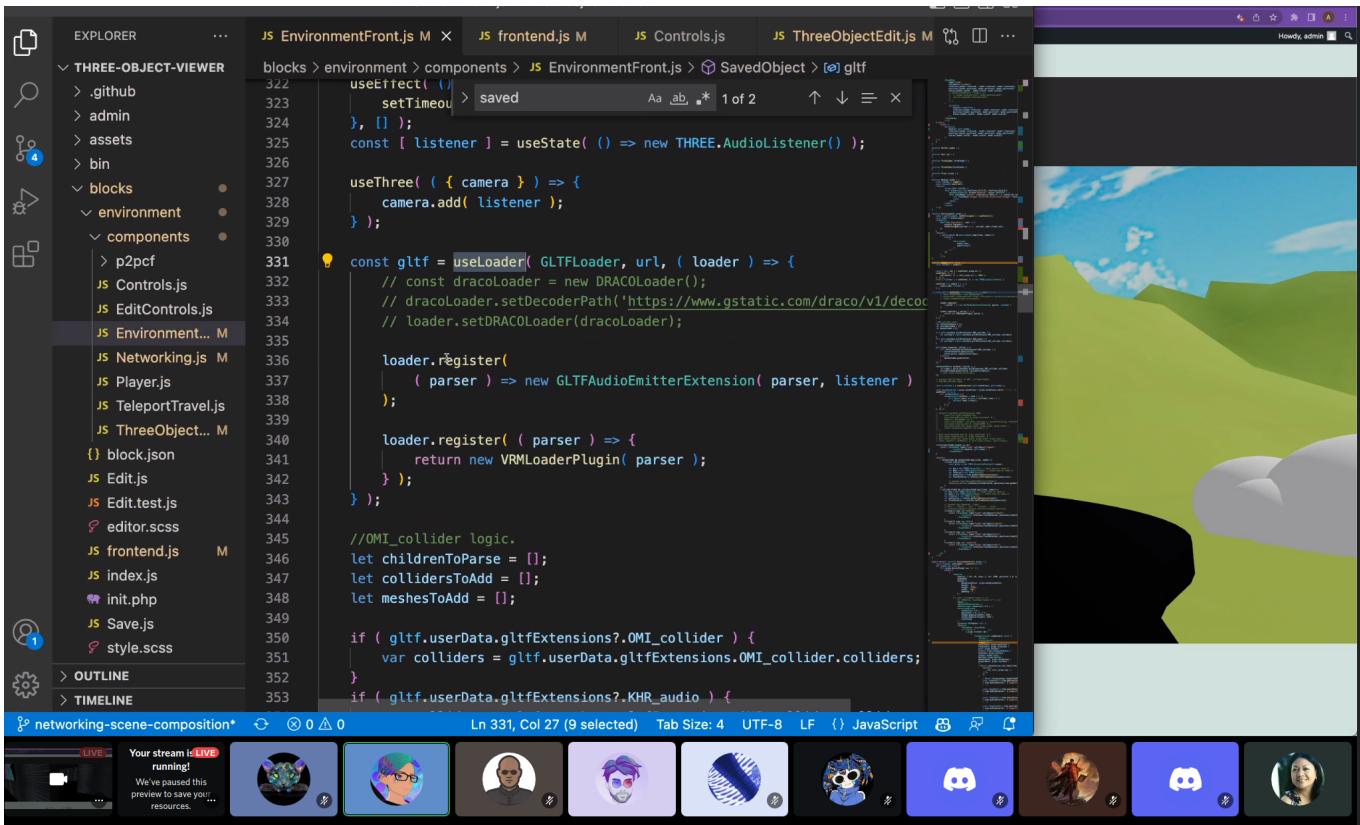
Other screens:





You can export omi khr audio extensions.

In react-three-fiber if you want to support OMI audio, just add the three-omi package.



Colliders are where it gets different:



The screenshot shows a code editor with a file named `EnvironmentFront.js` open. The code is part of a larger project, specifically the `ThreeObjectViewer` component. The code handles the traversal of a scene graph to parse children for collision logic. It uses `gltf.userData` to store `OMI.collider` data and `gltfExtensions` to handle specific extensions like `KHR_audio`. The code includes logic to push children to a `childrenToParse` array and meshes to a `meshesToAdd` array. A `collidersToAdd` array is also updated with child and collider pairs. The code editor has a dark theme with syntax highlighting for JavaScript. The bottom of the screen shows a video player interface with a live stream thumbnail, a progress bar, and a list of participants with their video icons.

```
blocks > environment > components > EnvironmentFront.js > SavedObject > childrenToParse
  return saved;
}

//OMI.collider logic.
let childrenToParse = [];
let collidersToAdd = [];
let meshesToAdd = [];

if ( gltf.userData.gltfExtensions.OMI.collider ) {
  var colliders = gltf.userData.gltfExtensions.OMI.collider.colliders;
}

if ( gltf.userData.gltfExtensions.KHR_audio ) {
  var colliders = gltf.userData.gltfExtensions.OMI.collider.colliders;
}

gltf.scene.traverse( (child) => {
  if ( child.userData.gltfExtensions.OMI.collider ) {
    childrenToParse.push(child);
    child.parent.remove(child.name);
  } else {
    meshesToAdd.push(child);
  }
});

childrenToParse.forEach( (child) => {
  let index = child.userData.gltfExtensions.OMI.collider.collider;
  collidersToAdd.push([child, colliders[index]]);
  // gltf.scene.remove(child.name);
});

// console.log("colliders in add", collidersToAdd);
```

### additional information

↑ 1 3 replies

 **mrmetaverse** on Oct 26, 2022 Maintainer

lol I tried to keep up 😅

 **mrmetaverse** on Oct 26, 2022 Maintainer

We could start demoing these extensions using our own Wordpress site too!

 **mrmetaverse** on Oct 26, 2022 Maintainer

Networking will be enabled in the future so we can have a field trip into the site.

This screenshot shows a GitHub pull request page. At the top left is a circular profile picture of a person with purple hair and glasses. Next to it is the text "mrmetaverse on Oct 26, 2022". To the right is a "Maintainer" button. At the top right are the words "edited" and a dropdown arrow. The main title of the pull request is "Draft Events 101 with OMI policy". Below the title is a horizontal line. The description text reads: "Sindhu, Evo, and others have been working together to draft a draft proposal for #301. Proposes items like having a speakers bureau and more." There is a large green "Review Draft" button at the bottom.

Events 101 with OMI

File Edit View Insert Format Tools Extensions Help Last edit was 5 days ago

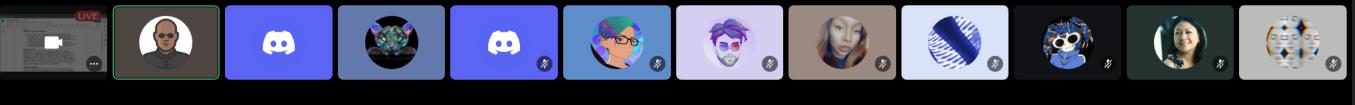
Speaking about OMI:  
Open Metaverse Interoperability is an open source community of independent R&D professionals at every stage and layer of the metaverse stack working on every aspect of open engagement from tooling and interoperable plugins and platforms to creative workflows and worldbuilders using these tools. We are an open source organization that participates with aligned groups such as the Metaverse Standards Forum as delegates. OMI began as a W3C Community Group (not a specifications-focused organization) and our members sit within many standards making bodies worldwide separate from their community efforts at OMI. We are not a company, a venture, a fund, a DAO or an association at this time but donations and sponsorship awards can be made through OpenCollective, our fiscal sponsor.

Event resourcing structure:  
OMI creates ad hoc event teams as needed to host community driven meetups, demo days, interactive sessions or to offer panels and group workshops with other events. OMIgroup logo can be used and listed as a Participating Organization when at least 2 OMI members have been asked to speak or present work, with the expectation that some tickets/passes will be provided to OMI independent R&D and open source leaders to participate.

Code of Conduct and Culture links here from our charter, also Mozilla link for events as we agreed to abide by that culture code for our open and public events as well.

ROLES FOR EVENT TEAMS  
Secretary, Producer/Organizer, Media/Comms/Marketing, Potential tech liaison for physical/virtual complexity as needed

Subject Matter Experts: Speakers Bureau OMI  
(add form intake for speakers with OMI)



↑ 1

1 reply



**mrmetaverse** on Oct 26, 2022 Maintainer

Morpheus has volunteered to help out as well. They have experience in standards as well, and reference items if needed.



**mrmetaverse** on Oct 26, 2022 Maintainer

## Proposing a new Role: Someone to oversee and field events

Sindhu and Evo discussed the need for a new potential champion that can oversee events.

↑ 1

1 reply



**pcsmgnt** on Oct 26, 2022 Collaborator

edited ▾

Definitely needed and ties into the opportunities we are bringing back from the MSF Speakers' Bureau postings that are currently being shared in the MSF Opportunities channel on Discord. Alex Crabb manages these activities for MSF. I think the form **@LightLodges** ha suggested would be a great way to proactively match the demand/supply side of things.



mrmetaverse on Oct 26, 2022

Maintainer

edited ▾

## a note on how we respect and communicate with others

- Some have expressed concerns with trust and consent, others feeling unsafe or unwelcome.
- We are a diverse group of different backgrounds with differing opinions.
- We are focused on a unified vision, and the good things we can accomplish together.
- When giving feedback, *ask for consent first*. "Are you ready to receive a little feedback?" That can make a major difference.
- We come to this community for various reasons. For some of us, the community is healing and empowering.
- We want to be excited to work together and to see each other.
- Please be mindful of how you are interacting with others in the community, and how it effects there.

[↑ 2](#)[1](#)

0 replies

### Category



Weekly Meetings

### Labels

Consistently deliver ...

### 3 participants

