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# 08/31/22 Weekly Meeting 71 Agenda #284

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



**antpb** on Aug 29, 2022

Maintainer

edited by mrmetaverse ▾

Weekly Meeting 71 is happening on Wednesday August 31st, 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
- Check in on MSF

## Working Group Updates:

- [Scripting group](#)
  - OMI developer hour
- [glTF Extensions Group](#)
  - Progress on OMI\_ref and authoring extensions
- [Media Group](#)

- [OMI Website update](#)
- [MSF delegates](#)
- any others?

## Discussions:

1. TBD! Leave comments below on topics for discussion.

### Future demo themes: (Vote now in the [#omi-vote](#) Discord channel!)

- [Wearables](#)
- [OMI-audio-emitter](#) exploration and demo
- [OMI-collider](#) exploration and demo
- [Generative and AI tooling](#)

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**mrmetaverse** on Aug 31, 2022

Maintainer

## Next weeks theme

Let's do a [wearables](#) demo next week! Thoughts? Volunteers?

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4 replies



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Jin - Metaloot and more



**jackboz** on Sep 5, 2022

Jenn (technical artist from Gravity Layer): how we work with fashion designers to bring their designs in game engines and metaverses.

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**mrmetaverse** on Sep 5, 2022

Maintainer

Thanks!



**mrmetaverse** on Sep 6, 2022

Maintainer

**Interoperable Wearables ➡ in the Metaverse**

September 7, 2022 @ 16:00 UTC

Let's talk wearables, collectibles, and loot.  
On and off-chain. Does the future of fashion  
exist in interoperable wearables, and  
inventory as a service? Join us Wednesday!

 **OMIgroup**  
<https://omigroup.org/>



**mrmetaverse** on Aug 31, 2022

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## Media

- no updates on the automation side, but you are encouraged to use our automation. If you have projects or announcements, see the omi-tweets channel for examples of how we can help you get the words out

- ex.

# omi-tweets

Open Metaverse Interoperability Group BOT 08/23/2022  
[https://twitter.com/open\\_metaverse/status/1562137148710608898](https://twitter.com/open_metaverse/status/1562137148710608898)  
[https://twitter.com/Angell\\_XR/status/1562136870355705857](https://twitter.com/Angell_XR/status/1562136870355705857)

Open Metaverse Interoperability Group (@open\_metaverse)  
Join us! <https://t.co/jSlIm5Ru5> <https://t.co/P9MsqmBfS8>

Avatars and Portals Pt. II  
August 24, 2022 @ 16:00 UTC  
Exploring, and sharing our practices, and discoveries related to Avatar, and Portal interoperability across the Metaverse.  
Join us Wednesday!

OMIgroup  
<https://omigroup.org/>

08/23/2022

- next meeting:

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**mrmetaverse** on Aug 31, 2022

Maintainer

edited ▾

## gLTF

- Working with Khronos on pushing forward the KHR extension
- next meeting is tomorrow

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## Scripting

- No updates this week 😊
- next meeting is tomorrow

# Developer Hour

- next meeting is next week on Thursday

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**madjin** on Aug 31, 2022

Collaborator

edited ▾

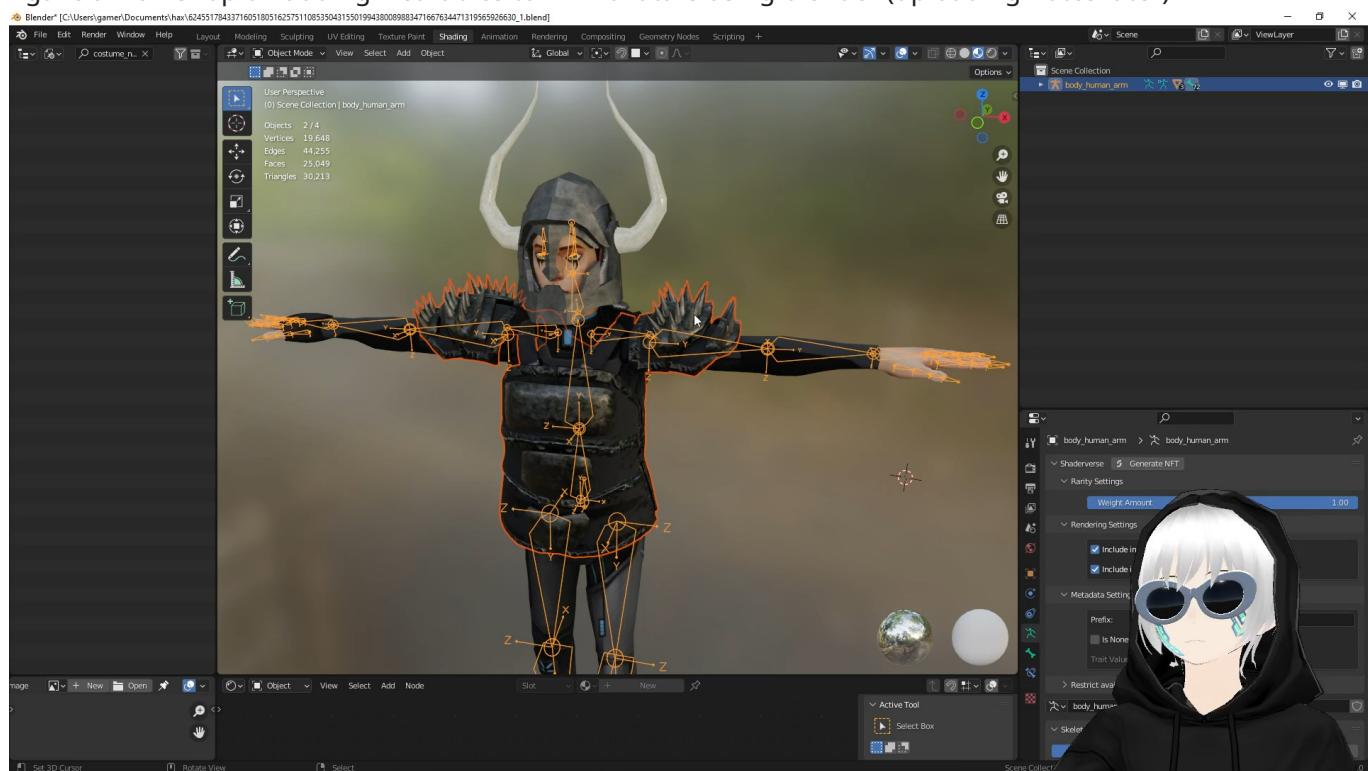
## Avatar Interop Group 8/30 notes:

This meetup group is dedicated to avatar interoperability R&D. We experiment with interoperable file formats, wearables, and animation systems between game engines and virtual worlds. While testing we also aim to provide useful feedback to other open metaverse standards working groups, such as the [Metaverse Standards Forum](#), [OMI scripting group](#) and the [OMI glTF-extensions group](#).

Link: <https://github.com/M3-org/avatar-interop>

New time: 8pm EST / 12:00 AM UTC

I gave a workshop on adding wearables to VRM avatars using blender (uploading notes later)



We talked about a bounty program for documentation / templates to improve open source project repos related to avatar wearables / pets / vehicles. We're starting with Webaverse first. I'm adding finishing touches later to this project today

The screenshot shows a Dework board titled "Combined Board" for the "Webaverse MMO" project. The board has a sidebar with various project sections like Overview, Roles, Community Suggestions, Leaderboards, Roadmap, and Combined Board. The main area shows a "To Do" column with several tasks:

- README + how-to guide (bow) 2**: Originally created from Github issue: Read more about this task and rewards on Deworkxyz. Originally created from Github issue.
- Make a good README template**: This issue is on how to produce a high quality README.md file to be used as an example / standard to shoot for consistently across all repos. Can add in links to threads, repos, and snippets of code...
- Awesome-webaverse repo?**: Perhaps we can create an awesome-repo for webaverse scenes / interactive objects similar to this: <https://github.com/decentraland-Awesome-Repository#examples> Originally created from Github...
- Test + add README**: Originally created from Github issue.
- Improve README + how-to**: Test the plane, report bugs on main repo, improve the README. Originally created from Github issue.
- Update README + example scene**: Originally created from Github issue.
- Update README + test**: Test to see if it works, report bugs on main repo. Update the README with how-to guide. Can add a gif instead of a static image. Originally created from Github issue.
- Create a README and how-to guide**: can use material from here <https://madjin.github.io/docs/create/mounts> make sure to test how-to guide. Originally created from Github issue.
- Test + Update README**: Make a scene file to test report bugs in main repo update the readme with instructions / pointing to how-to guide for vehicles. Originally created from Github issue.
- Test + add README**: Originally created from Github issue.
- Update README + test**: Originally created from Github issue.

Later we took field trips into [Hyperfy](#) to check out their VRM avatar + WebXR + multiplayer support  
Video recap: [https://twitter.com/hyperfy\\_io/status/1564840101787471872](https://twitter.com/hyperfy_io/status/1564840101787471872)



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## Website

- add youtube link to the website: <https://www.youtube.com/channel/UCB3huP95JrOTma5LfiDCd4A>
- if you have other suggestions for website group please add them here: <https://github.com/omigroup/website/issues>
- **@antpb** has been working on a cool 3d tool for the site as well.

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## MSF Delegates

- MSF oversight meeting was today.
  - [08/31/22 Metaverse Standards Forum: Oversight \(EMEA\)](#)
- group has a new github repo with a readme, primarily to sync github with their discord channel. The repo is still being setup: <https://github.com/omigroup/MSF-Delegates/milestone/1>
- a question came up in MSF about splitting Metaverse `Fashion` away from Metaverse `Wearables`
  - What would we think of that / suggest?

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Q: What about something like [dework](#), do we want to use bounties?

Update (new Milestone): <https://github.com/omigroup/omigroup/milestone/5>

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gains: little extra overhead, github integration, help with tasks/maintenance from people who are motivated by payment for services

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dework founder reached out to me this morning to chat about upcoming features / our experience so far with it. Astounding product and team, I think it can revolutionize the nature of open orgs / projects!

its becoming my new fav software next to hackmd lol

**mrmetaverse** on Aug 31, 2022 Maintainer

"we should do a workshop on it to dive in more"

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"there are a variety of motivators for people aside from financial"

## The competitive spectrum



	Caring	Collaborative	Cordial	Competitive	Combative
Goals	Members help each other	Members share goals	Own non-conflicting goals	Members share goals	Opposing goals
Actions	Give each other advice, solace, or comfort	Work together to achieve shared goals	Intrinsically motivated actions	Work against each other to achieve goals	For one to achieve goal, others must necessarily be denied their own

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New milestone created: <https://github.com/omigroup/omigroup/milestone/5>

Cc: @madjin

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Can we link OMI-announcements to events?

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## SVVR meeting today 7pm PST

- in person event for those in the bay area

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## OMI UX Research Pro Tem

- group is finding best time to meet on this poll: <https://doodle.com/meeting/participate/id/aKZ1q8Me>
- Vote is live: [FORM THE UX RESEARCH GROUP? Vote on Discord](#)

1

0 replies

### Category



Weekly Meetings

### Labels

Consistently deliver ...

### 4 participants

