Microsoft Update

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Flight Helmet
EXT_animation_map extension proposal #1137

msfeldstein wants to merge 16 commits into khronosgroup/master from extranimation_mapextension_map

Conversations 64
Commits 16
Checks 0
Files changed 0

msfeldstein commented on Oct 30, 2017

I'd like to propose an extension we use at facebook to mark up animations to have semantic meanings, so client applications can know what to do with all the animations packaged inside a model. The simplest use case is to target an animation to be the 'enter' animation, and clients will know what to play when the event occurs. The basic idea is to use a named animation at load time with a specific id, and then create a <animate> element for the animation with the same id at any relevant time (or play all the animations with the same id).
Resources

- glTF-SDK (now open source!)
  - https://www.github.com/Microsoft/glTF-SDK

- Microsoft Layout

- SharePoint spaces
  - https://aka.ms/sharepoint-spaces

- Office Insiders
  - https://products.office.com/office-insider

- Windows Mixed Reality
  - https://aka.ms/mixedreality

- Babyon.js
  - https://www.babylonjs.com

glTF Extensions

- EXT_animation_map
  - https://github.com/KhronosGroup/gltf/pull/1137

- MSFT_audio_emitter
  - https://github.com/KhronosGroup/gltf/pull/1400