

IIIF Commons - 3D manifesto project

Zoom Link:

<https://stanford.zoom.us/j/96618861228?pwd=eXcrZC82a0d3c2RjOHJ5bnRGWmZDdz09>

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://iiif-commons.github.io/manifesto-3d/>
- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Objectives

- Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
- Support the work in the draft manifests
- Release manifesto 3d support in time for IIIF 4 - June 2025

Process

- 1 review OK for a merge
- Reviewer merge if approved.

2 December 2025

Attendees

- V Marchetti
- Jamie Cope
- Daniel Dworak

Agenda

- Introductions
- Daniel Dworak– progress on
 - <https://github.com/slub/dlf-3d-viewers?tab=readme-ov-file#integrations> supported viewers list
- Manifesto-3d
 - Discussion on how many functions we should have in manifesto-3d code, to handle cases such: I have an annotation for a light, and my viewer needs to get the intensity of the light. In the Annotation structure, the intensity will be in the body, but digging down will be either the body resource, or the source resource of a
 - Upstream merge progress update
 - [Merge code supporting 3D content in IIIF manifests into manifesto](#)
 - Still waiting for feedback from the IIIF-Commons/manifesto maintainers, feedback on the Pull Request
 - Glen to chase again.
- Blender

- Updated pull request at https://github.com/IIIF-Commons/iiif_3d_blender_plugin/pull/43
 - Jamie Merge and then Glen to do release.
- Blender extension package for installation at https://github.com/vincentmarchetti/iiif_3d_blender_plugin/releases/tag/1.0.0-beta.2
- Potential demo for 3D TSG call.
- Manifestal (<https://morphosource.github.io/manifestal/>) All of the viewers are failing with our test manifest that has a defined background color : https://github.com/IIIF/3d/blob/main/manifests/1_basic_model_in_scene/model_origin_bgcolor.json At least for the X3DOM viewer this is because at one step of processing the json text is being sent to the javascript fetch command (within the data url) and the # character is being treated as the start of a URL fragment. The manifestal code is correctly URL-encoding the manifest text, so the problem resides in the X3DOM viewer code. This is perhaps happening with the other viewers as well.
 - Kompakt viewer needs to be moved to new server.
 - Discuss with Julie
 - <https://github.com/morphosource/manifestal> (or send pull request)
- Links to the latest (?) editor versions of the Prezi 4 documents, including material on activating annotations
 - <https://github.com/IIIF/api/blob/prezi-4/source/presentation/4.0/index.md>
 - <https://github.com/IIIF/api/blob/prezi-4/source/presentation/4.0/index.md#activating-annotations>
 - <https://github.com/IIIF/api/blob/prezi-4/source/presentation/4.0/model.md>
- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Jamie submitted a workshop to the online conference.
- Next meeting

18th November 2025

Attendees

- Glen Robson

Agenda

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- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Jamie submitted a workshop to the online conference.
- Next meeting
 - 2nd December - Glen won't be there.

28th October 2025

(Oct 21 meeting has been rescheduled to this date)

Attendees

- Vince Marchetti
- Zoe Schubert

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 - Kompakkt viewer needs to be moved to new server.
- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Next meeting
 - 18 November

7th October 2025

Attendees

- Glen Robson (IIIF-C)
- Michael Tetzlaff (UW-Stout, Kintsugi 3D)
- Vince Marchetti
- Liang Wu (Center for the Art of East Asia, University of Chicago)

Agenda

- Introductions
- Potential student projects - Michael Tetzlaff (Kintsugi 3D, UW-Stout)
 - Experienced with CRUD operations
 - Interested in a 3D Manifest editor
 - Start late Jan/Feb 2026
 - Digiarti Manifest editor 2D only - [live site](#) - [github](#)
 - Jamie's Smithsonian editor - 3D only
 - Blender - 3D only missing metadata editing support - [github plugin](#)
 - Point person - Glen (glen.robson@iiif.io) reach out to Rita see if she would be interested in being the 'custom' for the tool.
 - Couple of weeks sprint review
- Manifesto-3d
 - Upstream merge progress update
 - [Merge code supporting 3D content in IIIF manifests into manifesto](#)
 - Vince to prepare draft pull request
 - Change name of package
 - Match version
 - Remove documentation
 - Submit to manifesto for review and possible review after merge.
 - Annotations
 - Jamie had a look at this for 3d

- Blender
 - Vince working on the model rotation issue hopefully before the web3d meeting
 - Vince has found an example if a GLTF with multiple meshes in. Viewers tend to cope OK and treat it as one item. Blender splits it out into separate meshes.
 - Latest Pull Request for Blender-Plugin at https://github.com/IIIF-Commons/iiif_3d_blender_plugin/pull/42 ; handles models with internal transforms and multiple meshes
 - Set version to 0.0.0-beta maybe fix in file.
 - Scale first then rotate otherwise you can get unpredictable scaling. Technically could do it but Voyager doesn't support this feature for the same reason. If you really want to do this you can do it in blender and re-export the model as a GLTF. Use case: American football import sphere then stretch to make rugby ball shaped.
 - Vince to create an API issue to keep it on the radar: <https://github.com/IIIF/api/issues> – has not yet been added to github issues; draft text:
 - The flexibility afforded in the IIIF transform resources may not be implementable in some rendering environments. If a ScaleTransform with unequal values in the x,y,z components is included in transform property with RotateTransforms the result visual effect may be unexpected or incorrect.
 - For most predictable results such a ScaleTransform should be the first resource in the property list. Even if that rule is followed , unpredictable results may be obtained if the imported model resource internally contains non-uniform scaling geometric transforms.
 - Add to a TSG agenda to discuss.
 - - Vince working on a proposal to change look at to take to the TSG.
 - Summary of this change to camera spec <https://docs.google.com/document/d/18zKnVTqYeNn5CeFIKr2d0X7j6ttrF6-9/edit>
 - Glen to ask Julie to feed back discussion with Editors.
- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Next meeting
 - 21st October

23rd September 2025

Attendees

- Glen Robson (IIIF-C)
- Vince Marchetti

- Jamie Cope

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- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Potential student projects - Michael Tetzlaff (Kintsugi 3D, UW-Stout)
- Next meeting
 - 7th October

26th August 2025

Attendees

- Zoe
- Glen Robson (IIIF-C)
- Demian Katz (Villanova)
- Vince Marchetti
- Jamie Cope (Smithsonian)
- James Misson (British Library)

Agenda

- Introductions
- Manifesto-3d
 - Upstream merge progress update
 - manifesto-3d: project at <https://github.com/IIIF-Commons/manifesto-3d> . Last change to master branch was the merge with manifesto, dated July 18 2025 . script generated documents are in committed to repository; there is also an action in the `.github/workflows/docs.yml` that deploys to Pages; however this action fails because the docs.yml calls on script build:docs which is no longer part of package.json
 - For the UV the documentation has to be in the repo for the website.
 - Adding docs as part of the release process.
 - Remove action to create docs from our Repo.
 - Ask about the version number, is this a major version?
 - If breaking things then that would be a major change
 - Manifesto 3d should not be a breaking change unit tests still working. If it did break anything then we should fix that on the manifesto3d end. Focus on adding 3d items. Aim for minor. Merge to current version and release will update to the next minor version.
 - Going forward do we need to keep manifesto3d? Can we just commit to manifesto?
 - More permissions in manifesto3d
 - Easier to release quickly with manifesto3d
 - Maybe keep separate until January
 - Follow the uv branch structure
 - Release of manifesto not tied to UV sprints
 - Vince to prepare draft pull request
 - Change name of package
 - Match version
 - Remove documentation
 - Submit to manifesto for review and possible review after merge.
 - Annotations
 - Jamie had a look at this for 3d
 - Manifold
 - Julie did some work on this.
- Blender
 - Vince working on the model rotation issue hopefully before the web3d meeting
 - Vince working on a proposal to change look at to take to the TSG.
- Example manifests website - <https://iiif.github.io/3d/manifests/>
- Next meeting
 - 23rd September

12th August 2025

Attendees

- Vince
- Jamie
- Glen
- Zoe

Agenda

- Manifesto-3d
 - Upstream merge progress update
 - Glen has asked James if he can attend the next meeting.
 - manifesto-3d: project at <https://github.com/IIIF-Commons/manifesto-3d> . Last change to master branch was the merge with manifesto, dated July 18 2025 . script generated documents are in committed to repository; there is also an action in the `.github/workflows/docs.yml` that deploys to Pages; however this action fails because the docs.yml calls on script build:docs which is no longer part of package.json
 - Ask about the version number, is this a major version?
 - Going forward do we need to keep manifesto3d? Can we just commit to manifesto?
- Blender
 - Release:
 - https://github.com/IIIF-Commons/iiif_3d_blender_plugin/releases/tag/0.2.10
 - Create release by hand, action adds the blender zip file.
 - Good to test if the zip file works as a plugin
 - Vince to check it works. – *completed this Aug 13, verified that the downloaded release 0.2.10 zip file can be “installed from disk” into Blender 4.4.3*
 - Vince working on the model rotation issue hopefully before the web3d meeting
 - Multilingual manifests needs work
 - Complex editing maybe better in existing 2d tools like: <https://manifest-editor.digirati.services/>
 - But it should maintain the language that comes in.
 - Jamie thinking about updating the metadata panel to support this.
- Example manifests website - <https://iiif.github.io/3d/manifests/>
 - Vince to add pull request multilingual example to the 3d examples
 - Add directory to: <https://github.com/IIIF/3d/tree/main/manifests>
 - Add entry to: https://github.com/IIIF/3d/blob/main/_data/milestones.yml
 - ~~Add Vincie's pre-rotate in glb file from Slack:~~
 - ~~<https://iiif.slack.com/archives/C01F0R8RJTZ/p1751245306709779>~~
 - ~~■ Add the tipped_astronaut and lamppost glb models to <https://github.com/IIIF/3d/tree/main/assets>~~
 - ~~■ Add the two manifests showing the tipped_astronaut next to the lamppost, to https://github.com/IIIF/3d/tree/main/manifests/4_transform_and_position~~

- Other example manifests wanted:
 - Multiple language
 - Vince has an example with English, Chinese and Russian.
 - Multiple choice
 - Multiple annotations with multiple transforms + rotations
- Next meeting
 - 26th August

29 July 2025

Attendees

- Vince Marchetti

Agenda

- Demo
 - Three ways to transform a camera is there a canonical way of doing this?
 - Should export convert one way to another?
 - Size issue <https://github.com/IIIF/api/issues/2281>
 - Voyager story adding two models one from Kronous and one from Smithsonian
 - Add annotations
 - Different viewers have different issues. Aleph struggle with images
 - Is it OK that an editor changes the method for performing positioning a camera. E.g was using a look at now using a position at origin and move to a point.
 - Does scale make any difference to a camera?
 - Multi language in IIIF: <https://iiif.io/api/cookbook/recipe/0118-multivalue/>
- Manifesto-3d
 - After review, Pull request 36 was merged. The merge-base of manifesto:main and manifesto-3d:master is now commit ad18789, from July 10 2025. This is also release 4.2.22 of manifesto,
 - manifesto-3d workflow for deploying the documentation is now failing, because the script to generate the documentation is now “npm run docs” (after merge). Change to docs.yml line 57 ?
 - Need to change name to manifesto and put the version to match theirs.
 - Do we remove the docs?
 - Glen to invite James to the next iiif-commons meeting.
- Blender updates – the [Blender IIIF extension](#)
 -
- Example manifests website - <https://iiif.github.io/3d/manifests/>
 - Add Vincie’s pre-rotate in glb file from Slack: <https://iiif.slack.com/archives/C01F0R8J TZ/p1751245306709779>
 - Add the tipped_astronaut and lamppost glb models to <https://github.com/IIIF/3d/tree/main/assets>
 - Add the two manifests showing the tipped_astronaut next to the lamppost, to https://github.com/IIIF/3d/tree/main/manifests/4_transform_and_position

- Other example manifests wanted:
 - Multiple choice
 - Multiple language
 - Vince has an example with English, Chinese and Russian.
 - Multiple annotations with multiple transforms + rotations
- Next meeting
 - 12th August

15th July 2025

Attendees

- Vince Marchetti
- Jamie Cope
- Zoe Schubert

Agenda

- Blender updates – the [Blender IIIF extension](#)
 - Issue: The current IIIF manifest export code does not work correctly for glb models that contain a “pre-rotate” defined in the glTF file. A “pre-rotate” is a rotation (can also include a translation and scale) that is applied to the vertex coordinates of the glTF mesh.
 - Before trying to fix the Blender export we wanted to check whether our 4 prototype viewers were importing models consistently, the example manifest at https://spri-open-resources.s3.us-east-2.amazonaws.com/iiif3dtsg/tipped_astronaut/tipped_astronaut.json supports that they do.
 - For the Blender export fix, the caching of the prerotate and the required geometric calculation have been worked out; the extension code id being updated so that glb files loaded during manifest import and alos models added through the UI are correctly handled.
- Short discussion on other formats, we agreed to work with glTF/glb assets, no real need has been identified yet to support other formats, although OBJ might be the next target. It depends on how straightforward the importing of other formats among our several viewers. The more ‘scene-like’ formats such as FBX will be more challenging to handle their equivalents of “pre-rotates”
- Manifesto-3d updates
 - Compare upstream
 - Create branch with upstream name and version use this one to compare with upstream - Not there yet; there is a new PR to manifesto-3d that incorporated recent (last 2 weeks) commits to IIIF-Commons/manifesto. [Pull Request 36](#)

- From Pull Request 36 message: “The package naming and version is still appropriate to our 3d fork. I think we would only need to adjust the package, version numbering, the readme.md file, and webpage references, to be an appropriate pull request to IIIF-Commons/manifesto”
 - JC offered to review the pull request
- Example manifests website - <https://iiif.github.io/3d/manifests/>
 - Add Vincie’s pre-rotate in glb file from Slack: <https://iiif.slack.com/archives/C01F0R8RJTZ/p1751245306709779> – not done yet
 - Add the tipped_astronaut and lamppost glb models to <https://github.com/IIIF/3d/tree/main/assets>
 - Add the two manifests showing the tipped_astronaut next to the lamppost, to https://github.com/IIIF/3d/tree/main/manifests/4_transform_and_position
 - As of 4:40 pm EDT 15 July two manifests have been added to github manifests folder, referencing models in the assets folder
 -
 - Other example manifests wanted:
 - Multiple choice
 - Multiple language
 - Multiple annotations with multiple transforms + rotations
- Next meeting
 - 29th July

1st July 2025

Attendees

- Vince Marchetti
- Glen Robson (IIIF-C)
- Jamie Cope

Agenda

- Blender updates
 - Action: [Deploy zipfile implement as github action](#). Glen to create deployment action.
 - Look at ways to distinguish it from the source zip file.
 - Include blender version in the filename.
 - Look at passing the version to the blender extension.
- Manifesto-3d updates
 - Core manifesto update
 - Pull in upstream changes PR: <https://github.com/IIIF-Commons/manifesto-3d/pull/34>
 - Check if its running all of the tests
 - Change name and version in package

- Call out on slack for people to merge.
 - Compare upstream
 - Create branch with upstream name and version use this one to compare with upstream - Vince
 - Manifold branch with single commit change:
 - <https://github.com/IIIF-Commons/manifold/tree/prezi-4>
 - The build is failing with new node?
 - Wait until manifesto3d merged
- Example manifests website - <https://iiif.github.io/3d/manifests/>
 - Add Vincie's pre-rotate in glb file from Slack:
 - <https://iiif.slack.com/archives/C01F0R8RJTZ/p1751245306709779>
 - Other example manifests wanted:
 - Multiple choice
 - Multiple language
 - Multiple annotations with multiple transforms + rotations
- Next meeting
 - 15th July

17th June 2025

Attendees:

Agenda:

- Actions
 - Action: [Deploy zipfile implement as github action](#). Glen to create deployment action.
 - Look at ways to distinguish it from the source zip file.
 - Include blender version in the filename.
- Blender updates
 - A pull request for to code that supports creating new manifest, adding models and cameras
 - [Implement manifest creation and editing](#)
 - Test with Rita's students
 - Still to do:
 - Lights + editing label and summary.
- Manifesto-3d updates
 - JW pull request that tests rotation calculations
 - Response/questions to PR review:
<https://github.com/IIIF-Commons/manifesto-3d/pull/29#issuecomment-2980940455>
 - Core manifesto update
 - Pull in upstream changes.
 - Julie to have a look at this.
 - Merge upstream?
 - Not feature complete
 - After current PR look at creating an upstream PR.
- <https://morphosource.github.io/manifestival/>
- Conference - Leeds
 - Feedback
 - BoF website: <https://morphosource.github.io/iiif-3d-workshop-leeds-2025/>
 - Additional resources:
https://docs.google.com/document/d/1y2BfTIHnC3c61ymPNY_uVv6pcfIL_V3drgcAOGqPNe6M/edit?tab=t.0#heading=h.4z43z64czj7h
- Conference - [Poland](#) - Europeana 2025
 - Feedback
 - Question on level of detail.
 - No 3d Image API
 - Choice with file size and label
- Example manifests website
 - <https://iiif.github.io/3d/manifests/>
 - Multiple choice
 - Multiple language
- TSG issues:

- Accessibility
- Failure modes e.g. commenting annotations in the wrong place.
- Next meeting 1st July:
 -

20th May 2025

Attendees:

Agenda:

- Actions
 - Action: [Deploy zipfile implement as github action](#). Glen to create deployment action.
 - Look at ways to distinguish it from the source zip file.
 - Include blender version in the filename.
- Blender updates
 - Supported:
 - Import manifest
 - Add model
 - Export a manifest
 - Working on starting from scratch. Hoping to demo next week.
- Manifesto-3d updates
 - Jamie updates and questions
 - Backward manifest, image also seems to be also rotated
 - Should the background colour affect the back side of the image.
 - Pull requests: [Support for TextualBody in AnnotationBodyParser and convenience funct...](#)
 - The manifesto-3d code also implements the expansion of a 'bodyValue' property into a TextualBody instance. This implementation is in the [Annotation.ts](#) class. The resulting TextualBody does not have a position property.
 - One of the example manifests "whale_comment_label_body_position_rotate.json" has a position property that includes a rotation transform. Not yet documented in Presentation 4.0 draft [position property](#)
 - [Get more content and transform helpers](#) - Julie (in draft)
- Conference
 - Voyager demo
 - Editing in Voyager and upload to x3d.
 - Request to alias document= to iiif-content= to support IIIF Content State
 - Option for easy local http server for demos using VSCode: https://training.iiif.io/iiif-online-workshop/day-three/visual_studio_setup/
 - Could also background colour.
 - <https://si-iiif-demo.glitch.me/?document=>

- Export only for demo, supports transform and background colour.
 - Possibly create demo webpage with embedded viewers.
- Example manifests website
 - Try and get the prototype for the 28th
- Next meeting the:
 - 3rd June - Glen can't make it. Cancel.
 - 17th June -

13 May 2025:

Attendees:

Agenda:

- Actions
 - Add tests - GLEN to create issues
https://github.com/IIIF-Commons/iiif_3d_blender_plugin/issues/36
- Blender updates
 - Pull request: [Update tests for import](#)
 - Deploy zipfile implement as github action. Glen to create deployment action.
 - Supported:
 - Import manifest
 - Add model
 - Export a manifest
 - Working on starting from scratch.
- Manifesto-3d updates
 - Jamie updates and questions
 - Pull requests: [Support for TextualBody in AnnotationBodyParser and convenience funct...](#)
 - Defaults... Camera what is the default for field of view? Spec implies that the viewer decides if its not defined. Group agrees it should return undefined.
 - Error handling if values are outside expected range e.g. field of view 0 - 180. Throw exception? Handle quietly and pass back as wrong value or return undefined and print warning. Consensus return undefined with a warning.
 - Should commenting annotation be in scene items or in **annotations**? Glen thinks only painting annotations should be in scene items and commenting annotations should be in annotations which means
https://github.com/IIIF/3d/blob/main/manifests/9_commenting_annotations/whale_comment.json is incorrect.
 - How many tests manifests should we have? E.g. we don't have a lookat for a URI. More manifests the better and keeping them for testing a single thing.
- Conference
 - Voyager demo changing light loading into X3d or
 - Glen to talk to Julie and Ronald.
- Example manifests website

- Try and get the prototype for the 28th
- Next meeting the:
 - 20th May

22nd April 2025:

Attendees:

- Vince Marchetti
- Jamie Cope

Agenda

- Report back from pair programming sessions
- We have an open pull request implementing exporting modified camera positions [Pull request 34](#)
 - Roundtrip test is currently failing this is due to the plugin adding some defaults in.
 - Currently this test is disabled.
 - Could add a IIIF validation step when there is a IIIF validator. Maybe look at implementing a Github action.
- Add tests - GLEN to create issues
 - Import all manifests without python errors
 - Import manifest, export and check default values.
 - Multilingual metadata makes it through import and appears in export.
 - Add test fixtures with multi language labels.
- Metadata - example manifest editor: <https://manifest-editor.digirati.services>
 - Placeholder elements
 - Maybe define language at the manifest level.
 - Refining metadata elements
 - Label
 - Rights - distinct list either from creative commons or rightstatement.org
 - Multi language labels?
 - Basic support for language should be there
 - Maybe support for multiple languages
- Next call
 - 13th May

8th April 2025:

Attendees:

- Vince Marchetti
- Jamie Cope

Agenda

- Recent Actions
 - Programming detailed dive call of April 1 2025 [Agenda and Minutes](#)
 - Custom Properties UI panel : As a WIP Pull Request https://github.com/IIIF-Commons/iiif_3d_blender_plugin/pull/32
 - Need to refine list of properties to be displayed.
 - Some information should be displayed but not editable
 -
 - Blender [Manifest template PR](#)
 - Ready for commit

- The template file approach may be useful for multi-language support
 - Template file could be used to make metadata properties portable – since the metadata is stored in blend file.
- Manifest export code under development in an [exporter-dev branch](#)
-
- Topics
 - Future : manifesto-3D ; is it possible to build with source-maps for debugging in the web browser?
 - Could present a demo to the 3D TSG call on Apr 16 of the Blender plug-in, to the extent of reading in a manifest, editing locations of models and camera, and exporting the results with changes. Also demonstrate editing the user-editable metadata from the custom panels.
 -

25th March 2025 18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson IIIF-C

Agenda

- Introductions
- Actions:
 - Vince: submit position and transformation Blender pull request
 - Glen: create doodle poll to look a IIIF metadata field editing sprint
 - Dates for next week: <https://doodle.com/group-poll/participate/egMY0EDb>
 - Julie: Release new manifesto3d
 - <https://github.com/IIIF-Commons/manifesto-3d/actions/runs/13908168973/job/38915972323>
 - Julie: Create a new branch in manifold + vocab
- Blender
 - Action: all to review pull request
 - 1 review and not committer merges.
 - Action: Vince and Jamie to start work on the export
 - Pair programming
 - Starting of a metadata panel.
 - Background more of a general colour.
- Pull requests
 - [WIP: Placing and orienting models and cameras](#)
 - [Changed the name of the topmost collection to "IIIF Manifest"](#)
- Manifesto 3d
 - Julie: Create a new branch in manifold + vocab
- Manifold
 - Start with branch and then if we need to fork.
- Next meeting
 - 8th April - Vince to chair.

11th March 2025

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson IIIF-C
- Vince Marchetti
-

Agenda

- Introductions
- Vince's notes:
 - [A Blender cheat sheet for the non-3D specialist user of Blender Plug-In](#)
 - Note about camera not the editor view.
 - New ones:
 - how to tilt the astronaut by 35 degrees
 - Import a model
 - Add a camera and move it and rotate it
 - Template scene (import IIIF manifest)
 - Look at use cases

https://github.com/IIIF-Commons/iiif_3d_blender_plugin/blob/main/docs/usecases.md
 - a fork of the Blender plug-in adding some detail to the conversion between IIIF coordinates (Y UP, Z front) and Blender (Z UP, -Y front)
 - Working on the transformation of the angles
 - Default camera blender different to IIIF default down
 - Work not covered:
 - Lights
 - Start a discussion on new features
 - Pair program meeting to focus on xyz
 - Glen to send doodle to find focus time.
 - Is it worth the effort to do this in Blender?
 - People will suggest a plugin and it will be useful to say one is started.
 - Easy to fix problems, easy to do in blender. Camera switching. Centimeters / millimeters conversions
 -
- Pull requests
 -
- How and whether to approach further manifesto-3d changes involving three.js math
 - Combining/decomposing transforms?
- Manifesto 3d
 - Release to NPM?
 - Julie to add new release

- Manifold
 - Start with branch and then if we need to fork.
- Next meeting
 - Vince: submit position and transformation Blender pull request
 - Glen: create doodle poll to look a IIIF metadata field editing sprint
 - Julie: Release new manifesto3d
 - Julie: Create a new branch in manifold + vocab

18th February 2025

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Julie Winchester
- Jamie Cope (Smithsonian)
- Vince Marchetti
- Zoe Schubert

Agenda

- Introductions
- Pull requests
 - [Refactor AnnotationBody to handle SpecificResource functionality](#)
- How and whether to approach further manifesto-3d changes involving three.js math
 - Combining/decomposing transforms?
- Creating a 3D fork of <https://github.com/IIIF-Commons/manifold>
- NPM releases
- 3D blender tool issues and tasks
- Vocabulary 3D fork?

4th February 2025

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson
- Julie Winchester
- Zoe Schubert

Agenda

- Introductions
- Pull requests
 - [Create usecases.md](#)
 - E: Unable to locate package libtinfo5
- Issues
 - [Create 2-3 simple use cases](#)
 - Moved to md file;
https://github.com/IIIF-Commons/iiif_3d_blender_plugin/pull/19

- Testing import of test manifests
 - Import model(s) and apply position, rotation, scale transform as specified in SpecificResource of body and target. Also preserve this transform specification in Blender data so that those can be modified – with visual feedback – and reapplied in an exported manifest. VM is working on this.
 - We need to look at transformation, code is there but not connected
 - Loading loads the GLTF but it doesn't return a pointer to the model.
 1. After import identify the active node and assume its this one.
 - Goal for next call - skeleton code for transformations for the next call.
 1. Proposal to wrap rotations in 'empties'
 2. How to attach a pawn to a chess board? do you attach a sub model to the currently selected model or is this a question on import.
- Testing loading two manifests
 - The whale_cranium_and_mandible manifest in [jiif/3d](#) has been split into two separate manifests, each with one bone model, These two manifests are in a forked project [vincentmarchetti/3dtsq](#) These new manifests are ready to be merged into trunk if that would be useful
 - These two manifests can be imported into a single Blender scene; the 3D models do overlap because the importer does not yet apply the position and rotate transform in each.
 - When two manifests are imported into a single blender scene the separate Scenes are not separated in the Blender collections
 -
- Export 3D model/object with position, rotation, scale
 - Task: implement change scale in export
 - Task: implement change translation in export
 - Task: add a model
 - Task: duplicate an existing model from a URL
- Export light annotation(s) with position and properties
- Export camera annotation with lookAt and transforms for position, rotation, scale
 - Task: add a camera to a manifest
- Parsing the Manifest metadata - create issue
 - Descriptions, label, summary.
- Deployment / install process
- Manifesto3d
 - Julie to look at specific resource.
- Next meeting
 - 18th Feb.

21st January 2025

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson

Agenda

- Introductions
- Pull requests
 - No open PR on our projects
- Issues
 - Create 2-3 simple use cases
 - Lighting - Blender scene rendering a lot more advanced than WebGL. Blender rendering takes time to generate where as webgl is much quicker.
 - Locate the lights but present it as a composing tool. Only a subset of lights are supported with IIIF.
 - Priority:
 1. Model placement and scaling the priority
 2. Setting viewpoints
 3. Adding annotations
 4. Locate lights
 - Add warnings to the README.md
 - Use this tool in a digitisation pipeline
 - Another viewer implementation offline
 - Glen to add it to readme.
 - Export 3D model/object with position, rotation, scale
 - Currently it handles importing but doesn't watch the changes made in blender.
 - Currently works with a URL to a model. If you work with local model then what URL do you put in the Manifest? Maybe add a popup to say where will your model be located please add a URL.
 - Add a warning if working with a local model.
 - There maybe some translation features that can't be replicated. When you apply a transform directly within the model rather than the scene. Can we stop this being allowed in the plugin?
 - When you import a model can you create an 'empty' so that if you modify the model you are modifying the empty rather than the model.
 - Phase 2: cache the transform and compare with the export.
 - It looks possible to lock transforms but this is the easiest way to edit translations so it might be better to do the comparison.
 - Mash up two manifest and move one.
 - Task: Test import two manifests – Vince
 - Task: Test positioning manifests:
https://github.com/IIIF/3d/tree/main/manifests/4_transform_and_position

-
- Task: implement change scale in export
- Task: implement change translation in export
- Task: add a model
- Task: duplicate an existing model from a URL
- [Export light annotation\(s\) with position and properties](#)
- [Export camera annotation with lookAt and transforms for position, rotation, scale](#)
 - Task: add a camera to a manifest
- [Deployment / install process](#)
- Next meeting
 - 4th Feb

18th December 2024

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Vince Marchetti
- Zoe Schubert

Agenda

- Introductions
- Pull requests
 - No open PR on our projects
- Issues
 - [Create 2-3 simple use cases](#) – these are a good start, there are 2 use cases relevant to creating a manifest or modifying a manifest by a non 3D specialist and one for a 3D specialist needing to determine precise numeric quantities from a scene.
 - [Export light annotation\(s\) with position and properties](#)
 - [Export camera annotation with lookAt and transforms for position, rotation, scale](#)
 - [Export 3D model/object with position, rotation, scale](#)
 - Maintenance task for beginning of year, attempt to merge in the changes in the manifesto project – the established version that supports Presentation 3, to evaluate whether our 3D manifesto is diverging too far.
- Meeting adjourned 17:15 GMT. Happy Holidays to All!

4th December 2024

18:00 CET / 17:00 GMT / 12:00pm EDT / 9:00am PDT

Attendees

- Martin Kalfatovic (IIIF-C)
- Vince Marchetti
- Zoe Schubert (Kompakkt)
- Jamie Cope (Smithsonian)
- Julie Winchester

Agenda

- Introductions
- Pull requests
 -
- Issues
 - Issue to be created for https://github.com/IIIF-Commons/iiif_3d_blender_plugin/pull/15#issuecomment-2488477227

- Conclusions from last call: In Blender terminology, glTF uses “Y up, -Z forward” . So does X3D, and that is the convention of IIIF 4D manifests. Blender is a “Z up, Y forward” in Blender terminology.
 - Not all 3D formats standardize Up and Forward
 - Decision to make: Adapt our plugin to be built on the Blender standard as Z-Up Y forward, or to build our scene in IIIF “world” of Y Up, -Z forward
 - See new issue, user stories, “We want the Blender scene to look like the initial view in IIIF manifest viewer”
 - Pointed out that adding annotations requires user to use XYZ coordinates, which standard should they use.
 - An expert will need “coordinate axis fidelity”
 - A Blender feature to toggle on/off “coordinate axis fidelity”
 1. With “coordinate axis fidelity” we will be using non-default import of models
 - User who wants to “pick coordinates” will need to understand axis fidelity.
 - Worry about exporting gltf models with new transforms.
 - We have started an issues thread on iiif-blender plugin project page: https://github.com/IIIF-Commons/iiif_3d_blender_plugin/issues/18 with user stories for how different users may want to use the Blender based tool.
- Actions:
 - Zoe to create example manifest for Julie’s example.
- Next meeting

22nd November 2024

16:00 CET / 15:00 GMT / 10:00am EDT / 7:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Jamie Cope (Smithsonian)
- Zoe Schubert (Kompakkt)
- Kai Niebes (Kompakkt)
- Vince Marchetti

Agenda

- Introductions
- Pull requests
 - [Feature import export example plugin](#) - review and merge
 - Doesn't yet listen to changes in blender (so if you move the model its not updated)
 - Import and export of the same item
 - Created a diff tool which compares JSON changes, could be added to project
 - Extension names can't start with a number (renamed iiif_blender)
 - When developing locally it doesn't need to be a zip. Need to restart blender to see changes
 - Although its an extension you need to enable it as a plugin
 - Rename project to iiif_blender
 - License can we change from GPL? To be listed on the official extension repo then it needs to be GPL
 1. <https://docs.blender.org/manual/en/dev/advanced/extensions/licenses.html> - required license [Public Domain \(CC0\)](#).
 - Axis need to be reordered with GLTF
 - Currently downloads GLTB as they are single file. Would need more work for multi file 3d models. Spec imagines that we are mainly working with single file. OBJ causes problems anyway so maybe easy to stick with more modern files.
 - Merge and create issue about axis issue.
 - [Add asset default blender scene astronaut positioned](#) - review and merge
 - Default blender scene with Astronaut - Julie .blend
- Issues
 - [Python developer experience](#)
 - [Import a 3D model from URL and preserve URL in Blender data](#)
- Actions:
 - Zoe to create example manifest for Julie's example.
- Blender plugin
 - Expectations
 - Models edited elsewhere

- Focus:
 1. Import into blender and use blender for lights and cameras
 2. Manifests with references to meshes
 3. Add own URLs as Manifest ids will be a opaque
 4. Export IIIF Manifest
- Blender has a IO class of plugins
- Focus on export maybe import later
- Start looking as it script
 1. Maybe later add to UI part of blender
- Annotations
 1. Not native would need plugin
 2. Something for the future.
- Version: 4.2 latest
- Reference links
 - Blender docs
 1. <https://docs.blender.org/api/current/bpy.data.html>
 2. <https://docs.blender.org/api/current/bpy.types.BlendData.html#bpy.types.BlendData>
 3. <https://docs.blender.org/api/current/bpy.types.Object.html#bpy.types.Object>
 4. <https://docs.blender.org/api/current/bpy.types.Camera.html#bpy.types.Camera>
 5. <https://docs.blender.org/api/current/bpy.types.Light.html#bpy.types.Light>
 - Python code for writing manifests: <https://github.com/iiif-prezi/iiif-prezi3>
- Issues
 -
- Pull requests
 -
- Actions:
 - Julie to add example data to repo
 - Vince - Investigate importing from URL and preserving that in the blender data space.
 - Look at timing and resources available
 - Add new issues
- Next meeting

6th November 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Vince Marchett

Agenda

- Introductions
- Blender plugin
 - Expectations
 - Models edited elsewhere
 - Focus:
 1. Import into blender and use blender for lights and cameras
 2. Manifests with references to meshes
 3. Add own URLs as Manifest ids will be a opaque
 4. Export IIIF Manifest
 - Blender has a IO class of plugins
 - Focus on export maybe import later
 - Start looking as it script
 1. Maybe later add to UI part of blender
 - Annotations
 1. Not native would need plugin
 2. Something for the future.
 - Version: 4.2 latest
 - First model:
 1. Default blender scene with Astronaut - Julie .blend
 - If we struggle maybe look at alternatives to blender.
 - 3d blender plugin github - Glen to create
 - <https://github.com/IIIF-Commons/3d-blender-plugin>
 - Zoe to create example manifest for Julie's example.
 - Timing
 - Julie - end of the month
 - Zoe - good to split up the work
 - Reference links
 - Blender docs
 1. <https://docs.blender.org/api/current/bpy.data.html>
 2. <https://docs.blender.org/api/current/bpy.types.BlendData.html#bpy.types.BlendData>
 3. <https://docs.blender.org/api/current/bpy.types.Object.html#bpy.types.Object>
 4. <https://docs.blender.org/api/current/bpy.types.Camera.html#bpy.types.Camera>
 5. <https://docs.blender.org/api/current/bpy.types.Light.html#bpy.types.Light>
 - Python code for writing manifests: <https://github.com/iiif-prezi/iiif-prezi3>
- Issues
 -
- Pull requests
 -
- Actions:
 - Julie to add example data to repo

- Vince - Investigate importing from URL and preserving that in the blender data space.
 - Look at timing and resources available
 - Add new issues
- Next meeting

9th October 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C) - will need to leave at 15mins past
- Vince Marchetti

Apologies

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Agenda

- Introductions
- Issues
 - ~~Monitor docs generation to see if is automatic~~
 - [Add PointSelector : SpecificResource : scene to vocabulary](#)
- Pull requests
 -
- Actions:
 - Re-do demos using @iiif npm version.
 - Vince: <https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Vince working on the whale manifest.
 - Think on a manifest creator viewer
 - Import model
 - Export manifest
 - Maybe a Blender python export
 - three.js scene editor
- Long list
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- Next meeting
 - 6th November - work on a blender plugin

25th September 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Vince Marchetti

Apologies

Agenda

- Introductions
- Issues
 - [Monitor docs generation to see if is automatic](#) – this can be tested by merging pull request 22 : <https://github.com/IIIF-Commons/manifesto-3d/pull/22>
 - [Add PointSelector ; SpecificResource ; scene to vocabulary](#)
- Pull requests
 -
- Actions:
 - Lukas update Readme
 - Need to clarify what needs updating.
 - Re-do demos using @iiif npm version.
 - Vince:
<https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Vince working on the whale manifest.
- Long list
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- Next meeting
 - 9th of October

11th September 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Zoe Schubert (Stabi Berlin TIB Hannover NFDI4Culture)
- Julie Winchester (MorphoSource / Duke University)

Apologies

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Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/>
 - iiif-commons.github.io/manifesto-3d/

- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Objectives

- Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
- Support the work in the draft manifests
- Release manifesto 3d support in time for IIIF 4 - June 2025

Process

- 1 review OK for a merge
- Reviewer merge if approved.

Agenda

- Introductions
- Issues
 - [Camera.LookAt property throws exception](#)
 - See related pull request
 - [Extract the documentation from the repo](#)
 - See related pull request
 - [Add PointSelector ; SpecificResource ; scene to vocabulary](#)
- Pull requests
 - [Fix null lookout](#)
 - [Moving documentation to workflow action](#)
- Actions:
 - Lukas update Readme
 - Need to clarify what needs updating.
 - Re-do demos using @iiif npm version.
 - Vince:
<https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Vince working on the whale manifest.
- Long list
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- Next meeting
 - 25th of September.
 - Catchup

14th August 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Vince Marchetti

- Jamie Cope (Smithsonian)
- Zoe Schubert (SBB Berlin TIB Hannover)
- Mike Appleby (Yale)
- Julie Winchester (Morphosource)

Apologies

-

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/>
 - <https://vincentmarchetti.github.io/manifesto-3d/>
- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Objectives

- Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
- Support the work in the draft manifests
- Release manifesto 3d support in time for IIIF 4 - June 2025

Process

- 1 review OK for a merge
- Reviewer merge if approved.

Agenda

- Introductions
- Issues
 - [Add PointSelector : SpecificResource : scene to vocabulary](#)
- Pull requests
 - [Euler angle pullreq](#) –
 - approved by J Cope,
 - merged by V Marchetti
 - [Adding release info](#)
 - Action: Document the release process. - Glen
 - Approved by VM
 - [Added TextualBody class](#)
 - Mirador - make them aware of this work particularly the addition of annotations to Manifesto.
 - Access interested in a shared content state development under iiif commons.
- Actions:

- Lukas update Readme
 - Need to clarify what needs updating.
- Re-do demos using @iiif npm version.
 - Vince:
 - <https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Vince working on the whale manifest.
 - Publish a new version of NPM package. Glen to publish.
- ~~Orthographic camera - Vince~~ has been added to kshell-dev branch of IIIF-Commons/manifesto3d, on June 12 2024. Ready to merge into main branch. Demonstration in <https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - ~~Waiting on NPM~~
-
- Long list
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- Next meeting
 - 11th of September.

31st July 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Jamie Cope (Smithsonian)

Apologies

- Lukas

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/>
 - iiif-commons.github.io/manifesto-3d/
- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Objectives

- Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
- Support the work in the draft manifests
- Release manifesto 3d support in time for IIIF 4 - June 2025

Agenda

- Introductions
- New Item: Issue 10 <https://github.com/IIIF-Commons/manifesto-3d/issues/10> removing the compiled modules from repository. Can be implemented as soon as approved via

pull request <https://github.com/IIIF-Commons/manifesto-3d/pull/11> (then the remove-modules-pullreq can be deleted)

- Actions:
 - Lukas update Readme
 - Need to clarify what needs updating.
 - Review [Incremental development of manifesto-3d](#) and OK to merge
 - (Added 7/18) The pull request <https://github.com/IIIF-Commons/manifesto-3d/pull/8> has been closed without merging. VM will modify the pull request using git voodoo on the branch so that it can be merged into master without conflict under the new npm package and publish setup.- done
 - Merged <https://github.com/IIIF-Commons/manifesto-3d/pull/11>
 - Re-do demos using @iiif npm version.
 - Vince:
<https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Vince working on the whale manifest.
- Release
 - Document the release process. - Glen
- Setup
 - Create pull request for the draft3dapi branch
 - Want to add tests, load example manifests
 - Some already there:
 1. <https://github.com/IIIF-Commons/manifesto-3d/tree/master/test/tes>
[ts_3d](#)
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- Pull request process
 - 1 review OK for a merge
 - Reviewer merge if approved.
- Long list
 - Review lists of named types in **iiif-vocabulary** (<https://github.com/IIIF-Commons/vocabulary>); how and why should additional terms such as PointSelector ; SpecificResource ; ***Transform be added to these lists; and used as return values from manifesto code.
 - Should we add Camera types to this?
 - Kai to add pull request to add PointSelector ; SpecificResource ; scene to vocabulary
 - Still valid to do pull request but wait to merge until we've thought of other things we might require.
 - **Orthographic camera - Vince** – has been added to kshell-dev branch of IIIF-Commons/manifesto3d, on June 12 2024. Ready to merge into main branch. Demonstration in <https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 - Waiting on NPM

- Next meeting
 - Meet in two weeks

17th July 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Martin Kalfatovic (IIIF-C)
- Lukas Günther (TIB Hannover)
- Zoe Schubert (TIB / Stabi)
- Vince Marchetti

Apologies

- Julie Winchester

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/>
 - <https://vincentmarchetti.github.io/manifesto-3d/>
- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Agenda

- Introductions
- Objectives
 - Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
 - Support the work in the draft manifests
 - Release manifesto 3d support in time for IIIF 4 - June 2025
- Setup
 - Create pull request for the draft3dapi branch
 - Want to add tests, load example manifests
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
 - **NPM: manifesto-3d - Lukas (Ed to add)**
 - Setup new NPM repo
 - For duration of development look to end around June 2025.
 - Do we use an existing named repository?
 - Glen to ask Stephen to access the IIIF organization on NPM. Owner or admin. Invite all as members or as a Team
 - Work to do:
 - **Orthographic camera - Vince** – has been added to kshell-dev branch of IIIF-Commons/manifesto3d, on June 12 2024. Ready to merge into main

branch. Demonstration in
<https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>

1. Waiting on NPM

- Actions:
 - Lukas update Readme
 - Review [Incremental development of manifesto-3d](#) and OK to merge
 - (Added 7/18) The pull request <https://github.com/IIIF-Commons/manifesto-3d/pull/8> has been closed without merging. VM will modify the pull request using git voodoo on the branch so that it can be merged into master without conflict under the new npm package and publish setup.
 -
 - Re-do demos using @iiif npm version.
- Pull request process
 - 1 review OK for a merge
 - Reviewer merge if approved.
- Review lists of named types in **iiif-vocabulary** (<https://github.com/IIIF-Commons/vocabulary>); how and why should additional terms such as PointSelector ; SpecificResource ; ***Transform be added to these lists; and used as return values from manifesto code.
 - Should we add Camera types to this?
 - Kai to add pull request to add PointSelector ; SpecificResource ; scene to vocabulary
 - Still valid to do pull request but wait to merge until we've thought of other things we might require.
- Next meeting
 - Lukas away for next meeting

3rd July 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Vince Marchetti
- Julie Winchester
- Zoe Schubert

Apologies

●

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/>
 - iiif-commons.github.io/manifesto-3d/

- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

Agenda

- Introductions
- Objectives
 - Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
 - Support the work in the draft manifests
 - Release manifesto 3d support in time for IIIF 4 - June 2025
- Setup
 - Create pull request for the draft3dapi branch
 - Want to add tests, load example manifests
 - **Github stuff - glen**
 - Add group to write to new repo - <https://github.com/orgs/IIIF-Commons/teams/3d-manifesto-dev>
 - ~~Bring in draft3d branch as pull request~~
 - ~~Setup github pages.~~
 - Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
 - **NPM: manifesto-3d - Lukas (Ed to add)**
 - Setup new NPM repo
 - For duration of development look to end around June 2025.
 - Do we use an existing named repository?
 - Glen to ask Stephen to access the IIIF organization on NPM. Owner or admin. Invite all as members or as a Team
 - ~~Suggestion: Add a note to the main branch README document pointing users to the branch and documentation for the 3d api. - Vince - done, via through pull request <https://github.com/IIIF-Commons/manifesto/pull/131>, now closed.~~
 - ~~Suggestion: add to readme of the 3D branch links to the publicly available demo viewers, as examples of the manifesto code in use. (this has been done, see <https://github.com/IIIF-Commons/manifesto/blob/draft3dapi/README.md>)~~
 - Work to do:
 - **Orthographic camera - Vince** – has been added to kshell-dev branch of IIIF-Commons/manifesto3d, on June 12 2024. Ready to merge into main branch. Demonstration in <https://codesandbox.io/p/github/vincentmarchetti/iiif-x3dom-demo/main>
 1. Waiting on NPM
- Pull request process
 - 1 review OK for a merge
 - Reviewer merge if approved.
- Review lists of named types in **iiif-vocabulary** (<https://github.com/IIIF-Commons/vocabulary>); how and why should additional terms

such as PointSelector ; SpecificResource ; ***Transform be added to these lists; and used as return values from manifesto code.

- Should we add Camera types to this?
- Kai to add pull request to add PointSelector ; SpecificResource ; scene to vocabulary
- Still valid to do pull request but wait to merge until we've thought of other things we might require.
- Next meeting
 - 17th July

22nd May 2024

18:00 CET / 17:00 BST / 12:00pm EDT / 9:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Vince Marchetti
- Lukas Günther (TIB Hannover)
- Kai Niebes (TIB Hannover)
- Ed Silverton
- Julie Winchester

Apologies

- Zoe Schubert (SBB & TIB Hannover)

Documents

- [IIIF Commons draft principals](#)
- Github repo - <https://github.com/IIIF-Commons/manifesto-3d>
- Documentation - <https://vincentmarchetti.github.io/manifesto/iif-commons.github.io/manifesto-3d/>
- Issues: <https://github.com/IIIF-Commons/manifesto-3d/issues>

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 - **Github stuff - glen**

- Add group to write to new repo
 - Bring in draft3d branch as pull request
 - Setup github pages.
- Try it on a dev branch with the UV - integration test later on maybe late July - Let Ed know when we are ready to merge.
- **NPM: manifesto-3d - Lukas (Ed to add)**
 - @luguenth + hallo@luguenther.com
 - Update the package.json
 - Need a new secret
 - Julie is using this for code sandbox
 - Will need to make sure it doesn't use the latest tag.
- **Suggestion: Add a note to the main branch README document pointing users to the branch and documentation for the 3d api. - Vince**
- ~~○ Suggestion : add to readme of the 3D branch links to the publicly available demo viewers, as examples of the manifesto code in use. (this has been done, see <https://github.com/IIIF-Commons/manifesto/blob/draft3dapi/README.md>)~~
- Work to do:
 - **Orthographic camera - Vince**
- Review lists of named types in **iiif-vocabulary** (<https://github.com/IIIF-Commons/vocabulary>); how and why should additional terms such as PointSelector ; SpecificResource ; ***Transform be added to these lists; and used as return values from manifesto code.
 - Should we add Camera types to this?
 - Kai to add pull request to add PointSelector ; SpecificResource ; scene to vocabulary
- Next meeting 19th of June.

8th May 2024

17:00 CET / 16:00 BST / 11:00am EDT / 8:00am PDT

Attendees

- Glen Robson (IIIF-C)
- Lukas Günther (TIB)
- Kai Niebes (TIB)
- Zoe Schubert (SBB & TIB)
- Vincent Marchetti

Apologies

- Julie Winchester

Documents

- [IIIF Commons draft principals](#)
- Github repo - To be discussed

Agenda

- Introductions
- Objectives
 - Support prototype viewers implementing draft api with recognition that 3D api is subject to change by the editors
- Setup
 - We are using the draft3dapi branch of the IIIF-Commons/manifesto repository. <https://github.com/IIIF-Commons/manifesto/tree/draft3dapi> .
 - Documentation: Because the draft3dapi branch is not the default for the IIIF-Commons manifesto we are distributing the documentation through <https://vincentmarchetti.github.io/manifesto/>
 -
 - Repo, testing
 - The current 3D github project includes unit-testing code oriented towards the needs of the draft example manifests. The existing unit tests for the 2D Presentation in the API are maintained as well and periodically tested.
 - Suggestion: Add a note to the main branch README document pointing users to the branch and documentation for the 3d api.
 - Suggestion : add to readme of the 3D branch links to the publicly available demo viewers, as examples of the manifesto code in use.
 - Slack channel – will continue to use th IIIF-Commons channel
 - Npm : Hoping to distribute modules through NPM to make it easier to update to latest module builds.
 - Kai proposes adding a term to the IIIF vocabulary package a term for “SpecificResource” that can then be used for instance identification. He will put this in a Github issues entry for the IIIF-Commons/manifesto repository

- Future meetings times – we decided to not schedule another meeting at this time but will continue communication on Slack
- Any other business (AOB)