



COLLADA and glTF Update

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GOOD NEWS

COLLADA Specification on GitHub

GitHub

- **COLLADA specification on GitHub**
- **Community engagement:**
 - COLLADA-CTS: now improved with recent Blender support in progress
 - OpenCOLLADA: newest exporter for MAX 2014 + Maya. More support on the way.



- **Quick updates:**
 - Upcoming version 0.6
 - Schema updates to match converter
 - Early specification feedback welcomed
 - Converter open for contribution

glTF converging to 1.0...

- Specified & implemented (*) features:
 - Node
 - Mesh
 - Animation (TRS)
 - Technique / Pass / Program / Shader
 - Skinning
 - Camera
 - Light (converter feature)

(*) as exported by collada2glTF converter.

glTF converging to 1.0...

- Features on the way:
 - Morphing
 - Video
 - Compression extension proposal
 - Multi-pass still considered

Thank you

QA

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