glTF Ecosystem

Produce glTF

- SIMPLYgon
- Archilogic
- ASPOSE
- instant3Dhub
- Assimp
- OBJ2GLTF
- COLLADA2GLTF
- Sketchfab
- Remix 3D
- blender
- Paint 3D
- MINECRAFT
- SUBSTANCE PAINTER
- SketchUp
- THE FOUNDRY MODO
- PIXYZ SOFTWARE
- Poly

Consume glTF

- Office
- babylon.JS
- three.js
- CESIUM
- A-FRAME
- AUTODESK FORGE
- unity
- GODOT
- xeogl
- Windows Mixed Reality Home
- 3D Posts
- UNREAL ENGINE

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glTF Ecosystem - Producers

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glTF-Validator

Select glTF or GLB asset or drop it here.

Validation is performed locally in your browser. Submitted assets are not uploaded.
glTF Ecosystem - Consumers

glTF-Sample-Models

Consume glTF

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My engine supports glTF!

Cool to see @Sketchfab Sci-fi helmet by @theblueturtle_ featured on pretty much all glTF demos at SIGGRAPH17 sketchfab.com/models/b81008d ...

1:19 PM - 2 Aug 2017
Support the full spec?
The problem

- Sample models cover some but not all features
- Issues are sometimes hard to isolate and debug

- Need something that helps isolate individual features
- Need something that covers all possible features
glTF Asset Generator

- Generates models for testing individual features in glTF
- Goal is to help importers support the full glTF 2.0 specification

The top-level arrays in a glTF asset
Material Alpha Blend
Current Coverage
Call to Action

Please use the generated assets to test your importer implementation!

`glTF-Sample-Models` is to integration tests as `glTF-Asset-Generator` is to unit tests

Thanks!
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