glTF in Unreal Engine

Mike.Erwin@EpicGames.com
glTF in Unreal Engine

- Static Meshes, Materials, Textures
- "Experimental" in UE 4.19 – Try it now!
- Help us prioritize features of the next release
glTF takes guesswork out of import

- Orientation, Scale
glTF takes guesswork out of import

- Scale, Orientation
- Vertex Normals, Smooth Surfaces & Sharp Edges
Materials

- Metal + Roughness PBR
  - Closest to Unreal Mats
- Normal Maps
- Transparency
- Emissive
- Occlusion

- Editable Node Graph
- Can have multiple per Mesh
- Can keep material slots & swap in full Unreal materials
Why use glTF when making games?

Isn't glTF a web thing?
More like the PNG of 3D

• Predictable import / export saves artists time
  - Not sideways
  - Not 100x too small / too large
• Material model is rich enough for most uses
• Open format!
  - Public spec
  - Sample models
  - Validator
  - Anyone can implement
Keep In Touch!

Mike.Erwin@EpicGames.com
@DangerCobraM
https://forums.unrealengine.com/