glTF Update

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glTF Recent Highlights

Blender 2.8 Beta ships with glTF import & export
https://www.blender.org/2-8/

Houdini 17 ships with glTF import & export

Cinema 4D adds glTF export
https://labs.maxon.net/?p=3360

OGC liaison and 3D Tiles OGC Community Standard for massive models

Adds glTF to StemCell - 60K+ 3D artists and 700K 3D models
https://www.khronos.org/blog/turbosquid-adds-gltf-to-supported-formats-for-its-stemcell-initiative

Open source WebComponent 3D model viewer
Import of glTF into AR Core apps via the Google Sceneform Tools plugin
https://github.com/GoogleWebComponents/model-viewer

Integrating glTF into ‘HUBS’ Web VR Meeting Space and ‘Spoke’ VR Authoring Tool
https://www.roaddovr.com/mozillas-hubs-one-click-vr-meeting-space-ive-waiting/
Official Khronos glTF Sample Renderer

- Ecosystem robustness & consistency is key to glTF’s mission
- Promote consistency across engines: shaders, color spaces, ...
- Iron out fine points in the PBR spec
- Easy to follow reference for PBR formulas
- Open-source JavaScript & WebGL
- Initial version:
- Available for reviewing and testing!

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PBR Next

- Next-generation Physically-Based Rendering (PBR) materials, e.g.,
  - Absorption/attenuation, clear coat, subsurface scattering, anisotropy
- Extend existing Metal Roughness glTF 2.0 PBR parameters
  - Consistency and fallbacks for performance are key topics
- Inspiration from Dassault Systèmes Enterprise PBR Shading Model (DSPBR)
  - 3DS_materials_enterprise_pbr (draft)
- Collaborating with engine developers:
  - Dassault Systèmes
  - Google Filament
  - Microsoft BabylonJS
  - OTOY Octane

Join the GitHub discussion!
https://github.com/KhronosGroup/gltF/issues/1442

Images from https://dassaultsystemes-technology.github.io/EnterprisePBRShadingModel/
Textures: KTX2 & CTTF

- Khronos Texture Format 2 (KTX2) specification ready for community feedback
  - [github.com/KhronosGroup/KTX-Specification](https://github.com/KhronosGroup/KTX-Specification)
  - Upcoming open source tools: [github.com/KhronosGroup/KTX-Software](https://github.com/KhronosGroup/KTX-Software)

- CTTF = Compressed Texture Transmission Format
  - Universal texture compression via runtime transcoding
  - KTX2 is a container for CTTF
  - Upcoming spec: [github.com/KhronosGroup/CTTF-Specification](https://github.com/KhronosGroup/CTTF-Specification)
  - Call for industry collaboration to support open source tools
Today’s Speakers

Saurabh Bhatia  
Microsoft

Chris Joel  
Google

Mike Bond  
Adobe

Robert Long  
Mozilla

Pär Winzell  
Facebook

Susie Su  
Facebook

Everything you need for using and contributing to glTF:  
https://github.com/KhronosGroup/gltf/