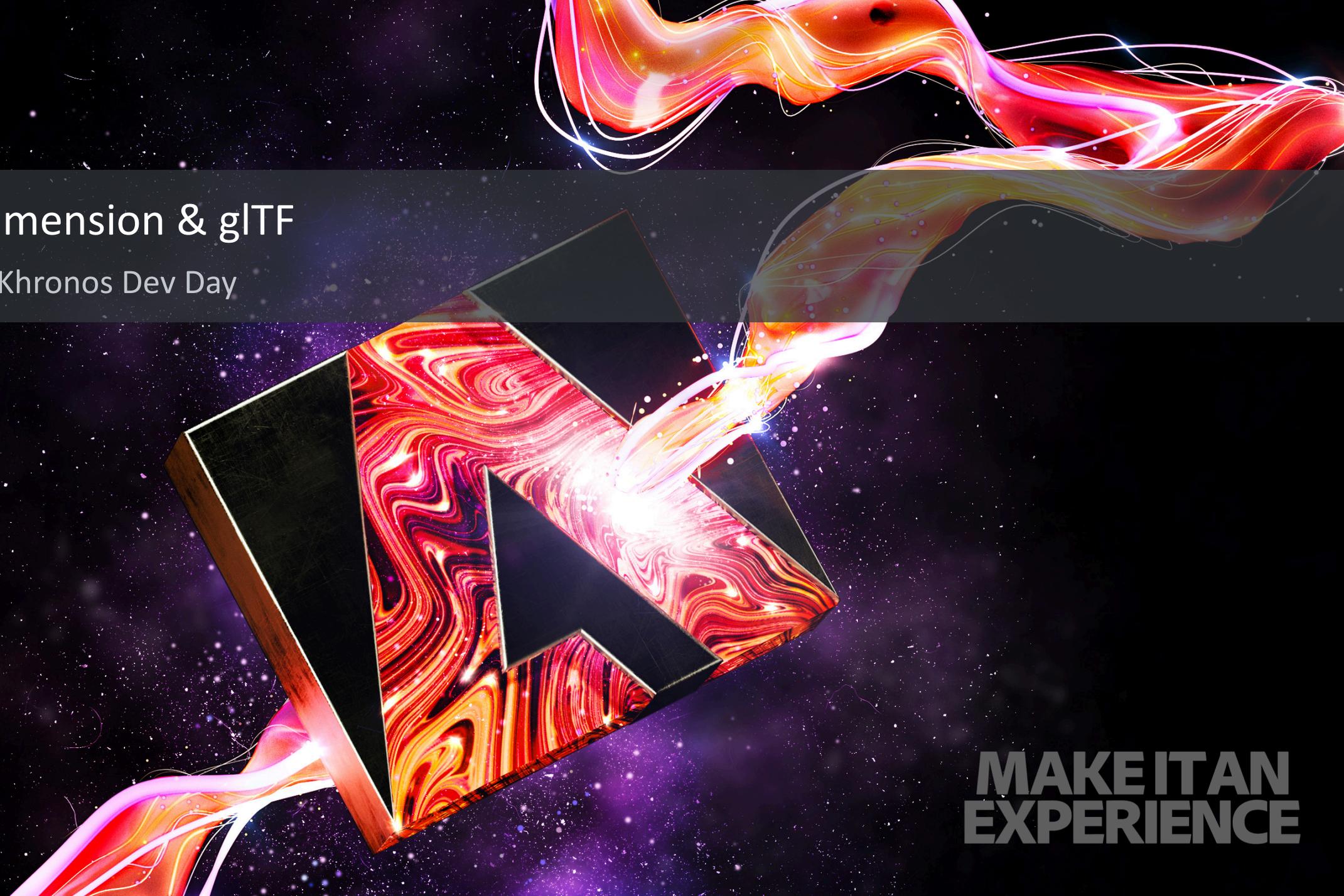




Adobe Dimension & glTF

GDC 2019 - Khronos Dev Day

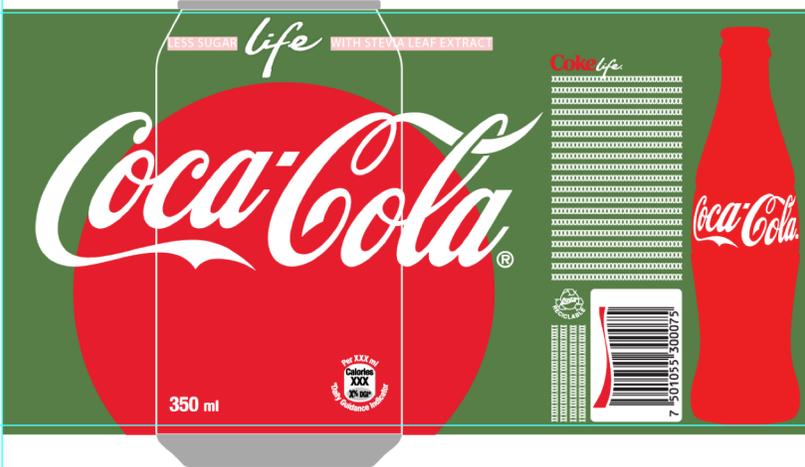
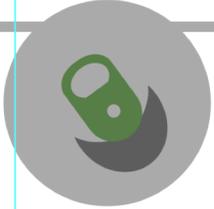


**MAKE IT AN
EXPERIENCE**

Give graphic designers the power to design with 3D.



STEP 1: RISING DISK

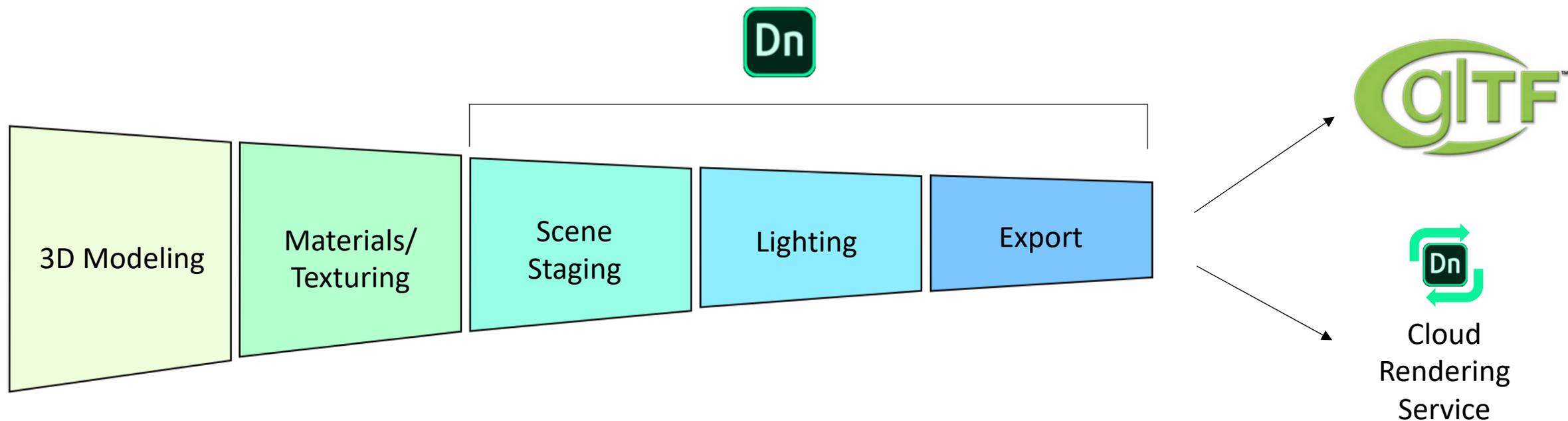




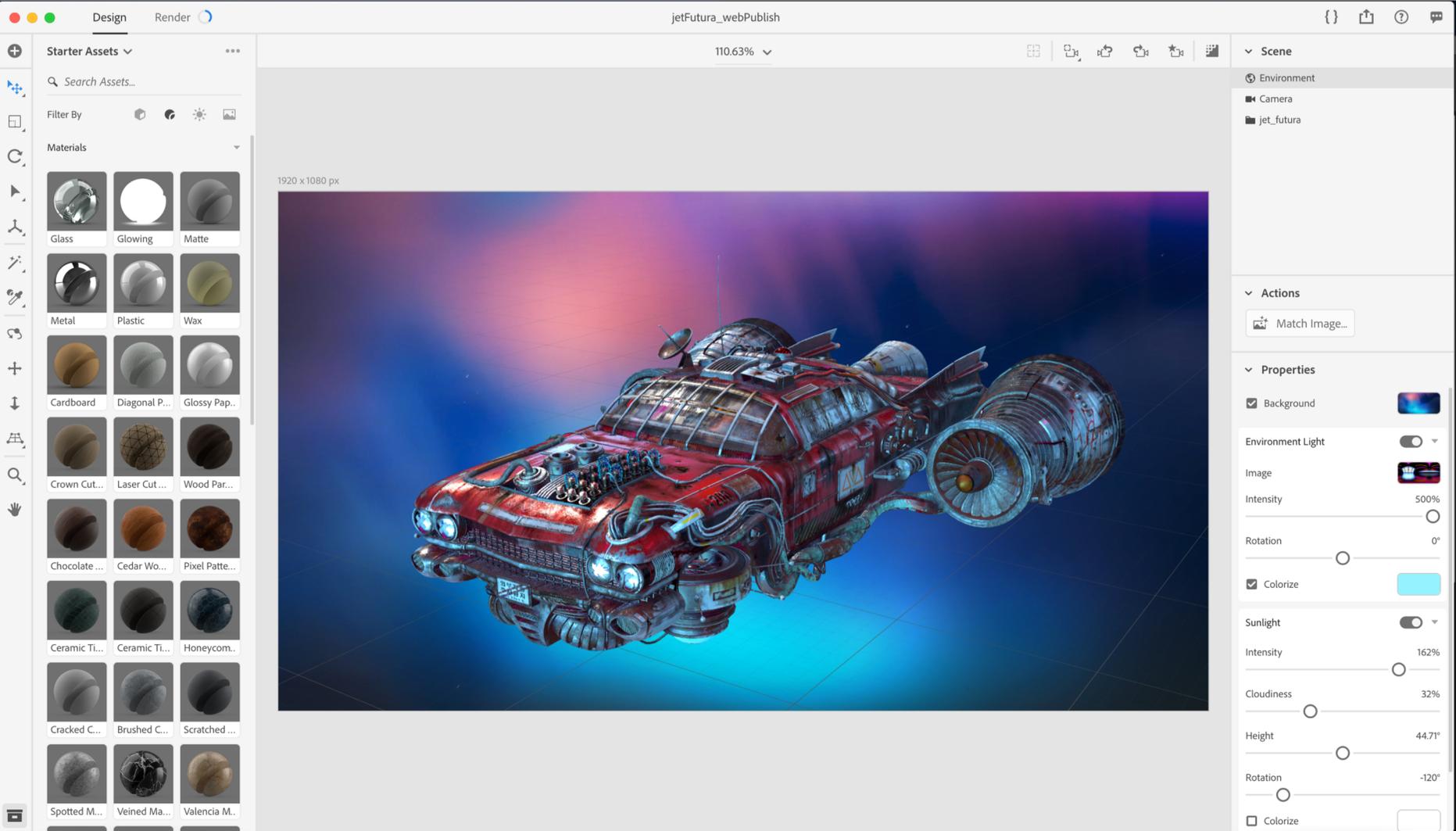


Services for Adobe's 3D Ecosystem

Cloud first solutions that meet customer demands



Publishing a Dimension Scene



Recent glTF Extensions

- KHR_lights_punctual
- KHR_texture_transforms
- EXT_lights_image_based
- ADOBE_materials_thin_transparency
 - Absorption, scattering, refraction
- KHR_draco_mesh_compression



Dimension This Year

Dimension 2.2 - April

- Substance materials (.sbsar)
 - glTF Export
- Importing glTF/GLB

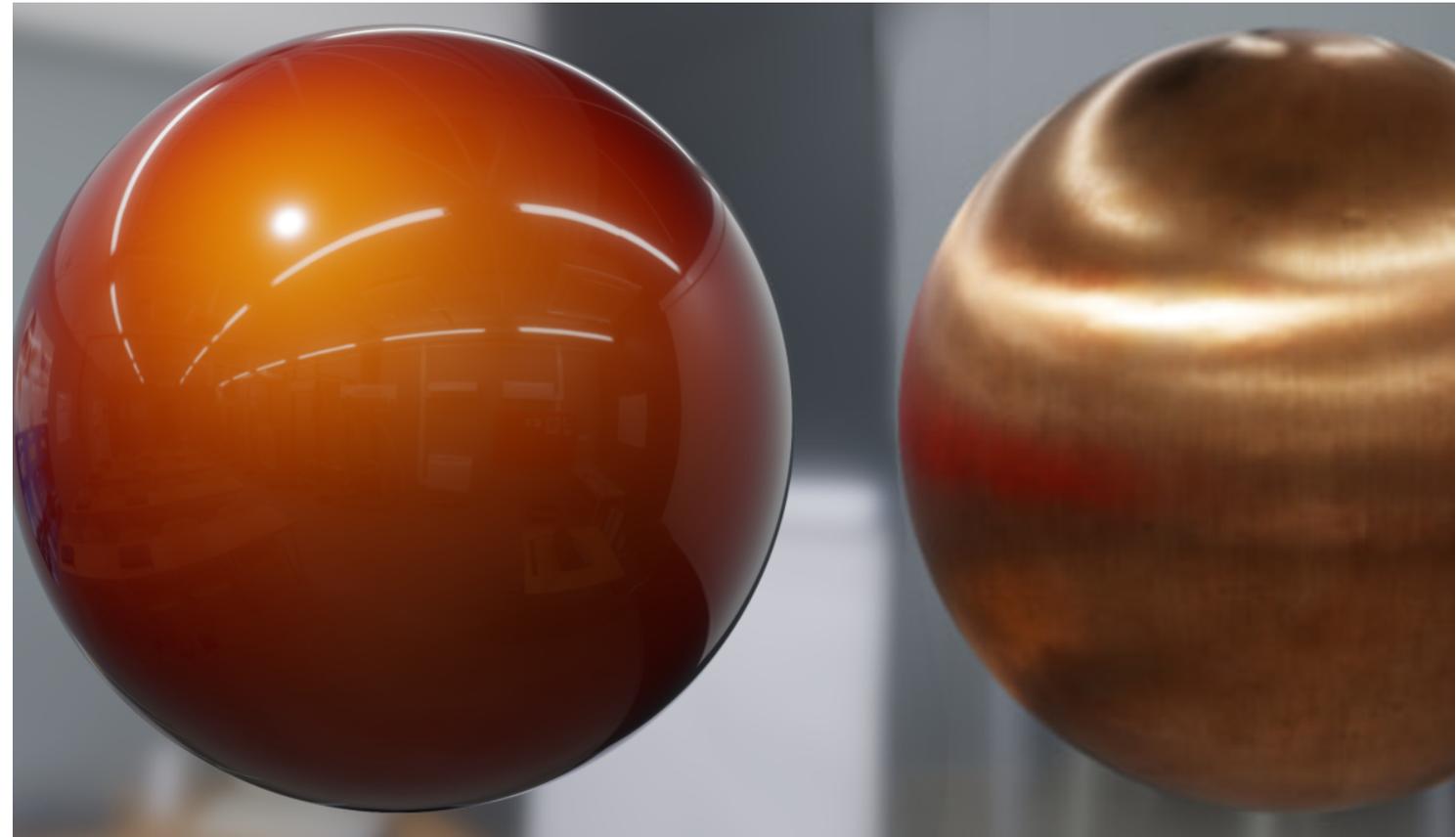
Future 2019 Releases

- Web Viewer out of beta
- Animation pass-through
- More export/publish routes
- CTTF textures



"PBR Next"

- New extension(s) to support advanced material features
 - Clearcoat
 - Sheen
 - Displacement
 - Transparency – thin film and volume
 - Anisotropy, etc.



Thank you

E-mail me: mbond@adobe.com

Adobe Dimension Pre-Release

<https://adobe.ly/2ybZj17>

Microsoft glTF SDK

<https://github.com/Microsoft/glTF-SDK>