Publishing Virtual Worlds with glTF

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Name & Avatar

Robert

Default            Custom Skin            Custom Model

Base Map
Emissive Map
Normal Map
ORM Map

Resources for creating custom avatar skins can be found [here](#)
Name & Avatar

Robert

Default

Custom Model

Avatar GLTF/GLB

Resources for creating custom avatar models can be found [here](#).
Credits:
@simsora13 on Sketchfab for the Hubs avatar / customization
@thatdarnhyena on Twitter for the original model
beach scene
Sea Keep “Lonely Watcher”
by Artjoms Horosilovs on Sketchfab
Desert City by JC
Desert ruins #MedievalRemixChallenge
by artBake 3D on Sketchfab
Satori spa Scene
by simsora13
solar1
Solar System by valmirt on Sketchfab
Coming Soon

- Custom Avatar Skins
- Resources for exporting avatars with the Blender glTF Exporter
- Hosted Spoke Editor
- Hubs Discord Integration
- And much more!
Thank You!

Hubs by Mozilla: hubs.mozilla.com
Spoke by Mozilla: hubs.mozilla.com/spoke
Mozilla Reality GitHub: github.com/MozillaReality
Mozilla Reality Twitter: @mozillareality

Learn more at the WebGL/WebVR Meetup Tomorrow
44 Tehama Street · San Francisco, CA
6:30 - 9:00PM

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