glTF Overview

Efficient, reliable transmission of 3D Assets

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# glTF - The JPEG of 3D!

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![Image](image_url)

- **Compact to Transmit**
- **Simple and Fast to Load**
- **Describes Full Scenes**
- **Runtime Neutral**
- **Open and Extensible**

- **Efficient, reliable transmission**
  - Bring 3D assets into 1000s of apps and engines

**glTF 1.0 - December 2015**
- Primarily for WebGL
- Uses GLSL for materials

**glTF 2.0 - June 2017**
- Native AND Web APIs
- Physically Based Rendering
  - Metallic-Roughness and Specular-Glossiness

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- New market opportunities for 3D content creation and deployment!
- glTF spec development on open GitHub - get involved!

[https://github.com/KhronosGroup/glTF](https://github.com/KhronosGroup/glTF)
Core glTF 2.0 Asset Structure

- `.gltf` (JSON)
  - Node hierarchy, PBR material textures, cameras

- `.bin`
  - Geometry: vertices and indices
  - Animation: key-frames
  - Skins: inverse-bind matrices

- `.png`
- `.jpg`
- `.ktx2`
  - Textures

**PBR stands for “Physically-Based Rendering”**

**Mandatory Metallic-Roughness Materials**
- Base Color (Albedo) | Metalness | Roughness
- Emission | Normal Map | Baked Ambient Occlusion

**Optional Specular-Glossiness Materials**
- Diffuse | Specular | Glossiness

Texture based PBR materials

Geometry
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https://github.khronos.org/glTF-Project-Explorer/
glTF Draco Mesh Compression Extension

- glTF extension for compressed geometry
  - Typically 10-25x geometry size reduction

- Google Draco technology - designed for decompression efficiency and speed
  - [https://github.com/google/draco](https://github.com/google/draco)

- Draco geometry encoders and decoders in open source
  - C++ source code encoder
  - C++ and JavaScript decoders
  - [https://github.com/google/draco/tree/gltf_2.0_draco_extension](https://github.com/google/draco/tree/gltf_2.0_draco_extension)

- glTF Draco compression adoption is growing in tools, applications and engines
  - glTF pipeline, FBX2glTF, AMD Compressorator and glTF sample models

![Mesh Compression Ratios](image-url)
The Need for Universal Textures

How to create a glTF asset that can be used everywhere?
Without packing multiple copies of the textures (increases file size)
Without expensive conversion (consumes time and power)
glTF Universal Textures

- Compact, high-quality textures that are efficient to deploy on diverse target platforms
  - Supercompressed and transcodable on-the-fly to compressed GPU-accelerated formats
- Uses Binomial’s Basis Universal compression technology with two compression options
  - Highest Quality: RDO-encoded, block-compressed UASTC with optional zstd compression
  - JPEG-sized textures: Block-compressed ETC1S with custom LZ supercompression
- KTX 2.0 container for consistent, cross-vendor asset distribution
  - Includes access to separate mipmap levels to enable LOD streaming
- Open-source KTX tools
  - For texture creation, validation, inspection and efficient transcoding
glTF Universal Textures: Compression Ratios

FlightHelmet_baseColor
2048 x 2048, RGB

PNG and JPEG must be fully decompressed into GPU memory.

Universal textures can be directly transcoded to compressed GPU textures.

File Size: Uncompressed 12,582,912, PNG 2,778,518, JPEG 315,619, ETC1S 2,097,152, Baseline Universal ETC2: 232,104.
glTF PBR Materials Roadmap

Creating a rich physically-based material framework for the glTF ecosystem

glTF extensions add PBR material parameters that integrate with existing materials
Building consensus on interoperable PBR deployable on diverse platforms and devices

June 2017
Core glTF 2.0
Mandatory Metallic-Roughness
Optional Specular-Glossiness

December 2020
First Wave glTF PBR Extensions
Clear Coat
Transmission
Sheen

Future Waves of
glTF PBR Extensions
Subsurface Scattering, Attenuation,
Index of Refraction (IOR), Thickness, Specular Color,
Anisotropy, Translucency, Thin Film (iridescence)
and more...

Water Bottle sample is CC0, by Microsoft
https://belcourt.github.io/blog/research/2017/05/01/brdf-thin-film.html
New Wave PBR Ecosystem Forming Quickly

Tools to Create and View PBR Assets

- Autodesk 3DS MAX
- Adobe
- Blender

Online Model using Babylon.js

PBR Samples

glTF Sample Viewer

Input welcome on GitHub from developers and artists
Let us know what PBR materials are important to you!
Get Involved!

- **glTF specification and resources**
  - [https://github.com/KhronosGroup/glTF](https://github.com/KhronosGroup/glTF)

- **glTF specification feedback on GitHub**
  - [https://github.com/KhronosGroup/glTF/issues](https://github.com/KhronosGroup/glTF/issues)

- **Explore the glTF ecosystem**
  - [https://github.khronos.org/glTF-Project-Explorer/](https://github.khronos.org/glTF-Project-Explorer/)

- **We want to know what you need next from glTF on the Khronos Forums!**
  - [https://community.khronos.org/c/glTF-general/45](https://community.khronos.org/c/glTF-general/45)

- **Engage with Khronos and help glTF evolve**
  - Join as a Khronos member for a voice and a vote in any Khronos standard
  - [https://www.khronos.org/members/](https://www.khronos.org/members/)

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