Khronos Fast Forward:
3D Formats Working Group Update

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Who’s this guy?
What are we all doing here?

Photo by Samuel Pereira on Unsplash
glTF, to make a long story short

- 2012: WebGL Transmission Format (WebGL TF) demo
- 2015: glTF 1.0 Released
- 2017: glTF 2.0 Released
- 2021: glTF 3.0 Released
- 2020-Present: glTF PBR Extensions
- 2020-2021: Metadata and Variants Extensions from 3D Commerce
- 2021: KTX 2.0 adds supercompression
December 2020: a wave of PBR

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July 2021: more PBR!

- KHR_materials_ior
  - Adds index of refraction to transparent materials

- KHR_materials_volume
  - Adds depth and attenuation properties
  - Adds thickness for non ray-tracing engines

- KHR_materials_specular
  - Enables colored specular highlights within the metal/roughness material model

April 2021: KTX 2.0 launched

- KTX 2.0 image container
  - Adds support for Basis Universal supercompressed GPU textures
  - Basis Universal is developed by Binomial (binomial.info)

- KHR_texture_basisu
  - glTF extension to support KTX2 textures

April 2021: KTX 2.0 launched
Looking Ahead

Photo by Matt Duncan on Unsplash
Join Us

BoF: An exploration of pervasive 3D in geospatial with glTF
August 11 @ 10 AM PT

BoF: Hands on with glTF
August 12 @ 10 AM PT

Photo by Sid Balachandran on Unsplash
Get Involved

- https://github.com/KhronosGroup/

- Khronos Devs Slack Instance
  - #gltf
  - https://khr.io/slack

- https://www.khronos.org/gltf/