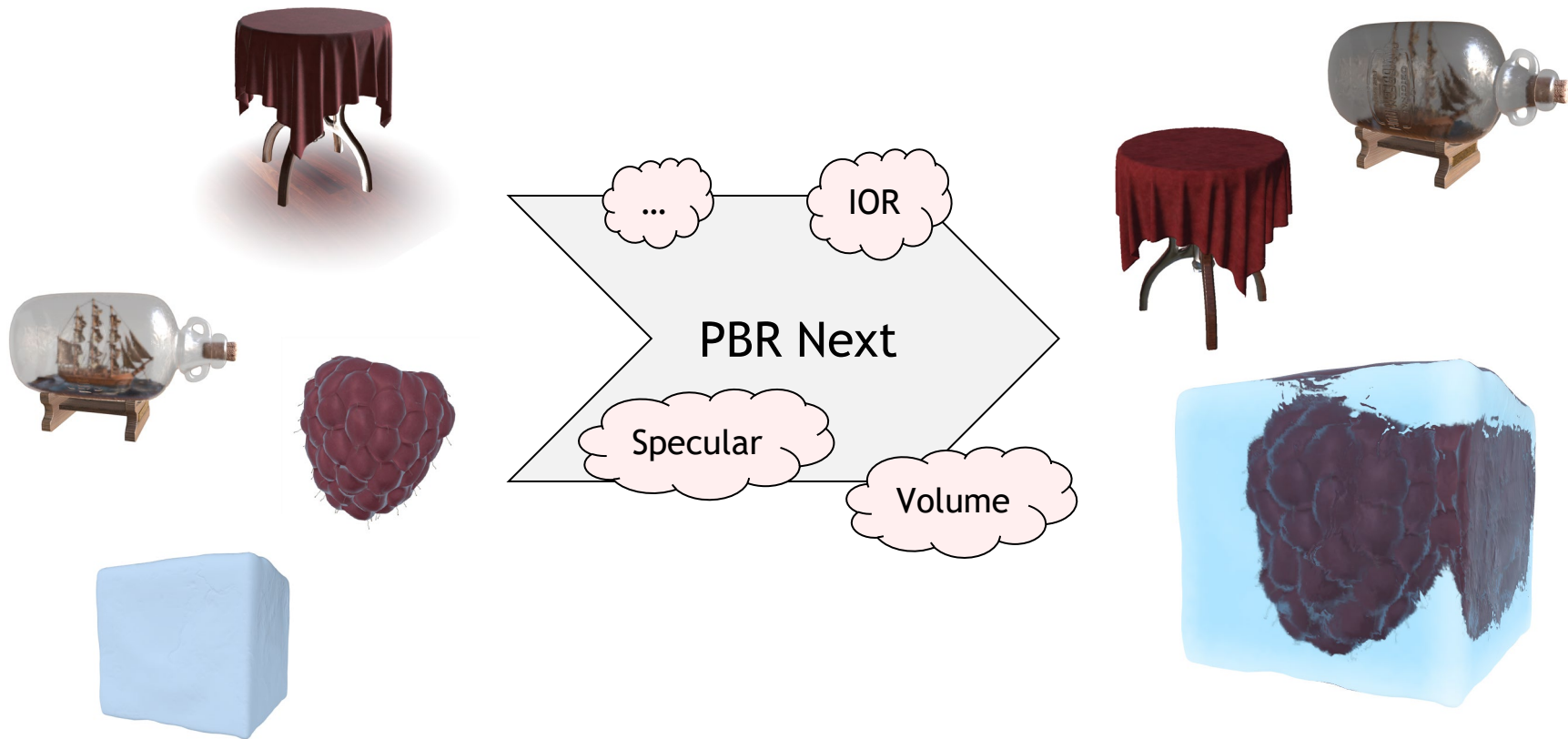
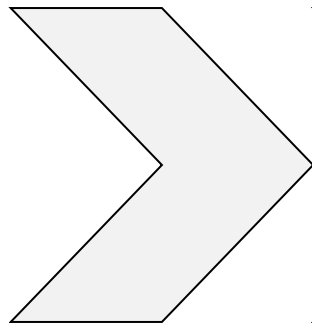
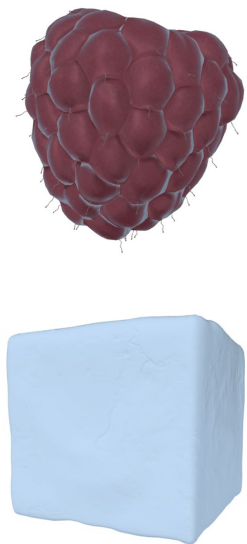


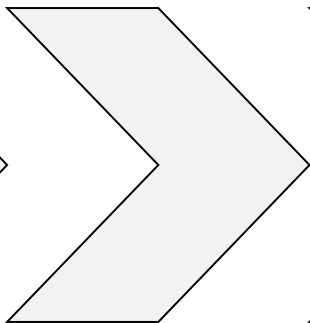
From glTF 2.0 to PBR-Next: How to enhance your existing assets



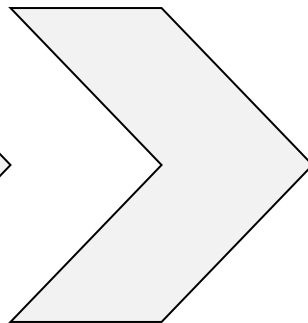
From glTF 2.0 to PBR-Next: How to enhance your existing assets



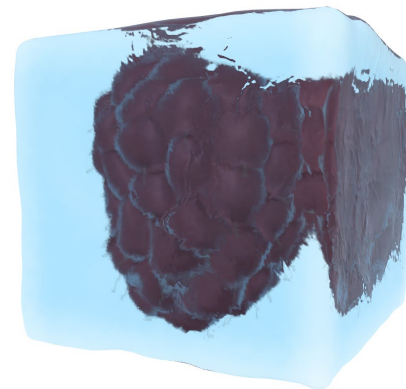
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PBR Next



Deployment &
Verification



From glTF 2.0 to PBR-Next: How to enhance your existing assets

- Download scene

- Assets from Sketchfab

- Frozen Heart

- <https://skfb.ly/6xply>

- Raspberry

- <https://skfb.ly/6SNFs>

- Ship in a bottle

- <https://skfb.ly/6DV9G>

- Small Antique Table Asset

- <https://skfb.ly/6AWVY>

- Used material extensions

- `KHR_materials_clearcoat`

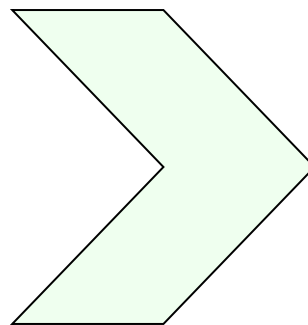
- `KHR_materials_transmission`

- Enhancing with

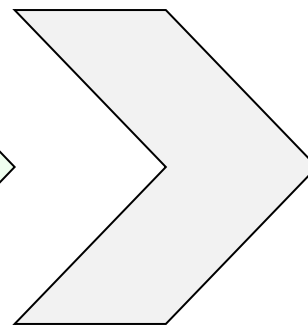
- `KHR_materials_ior`

- `KHR_materials_specular`

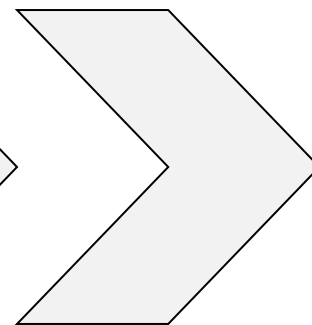
- `KHR_materials_volume`



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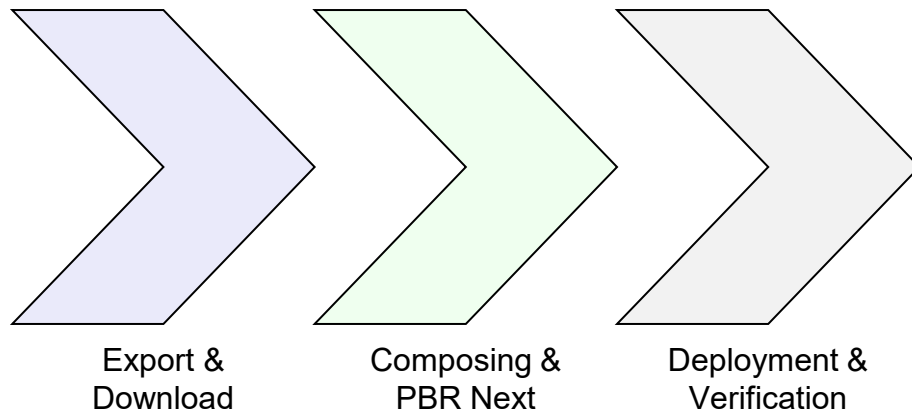
Composing &
PBR Next



Deployment &
Verification

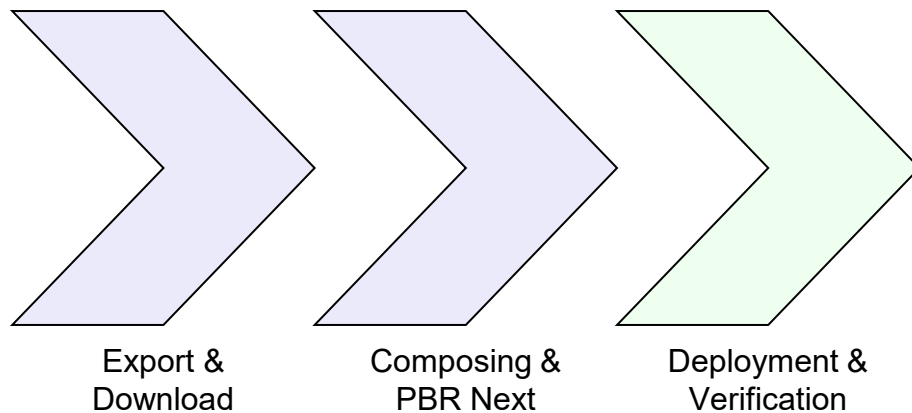
From glTF 2.0 to PBR-Next: How to enhance your existing assets

- **Setup scene**
 - Merge assets
 - Compose scene
 - Cleanup
- **Material enhancements**
 - Apply PBR Next
 - Thickness map baking
`KHR_materials_volume`
- **Lighting and post processing**
 - Light
`KHR_lights_punctual`
 - Punctual light
 - Environment light
 - Tone mapping

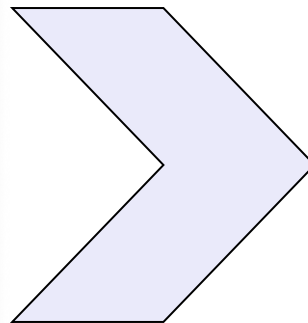
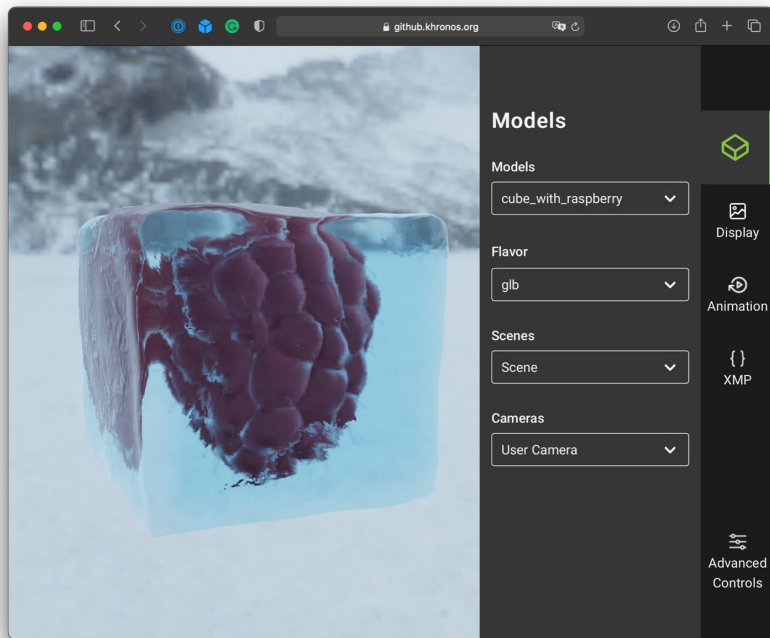


From glTF 2.0 to PBR-Next: How to enhance your existing assets

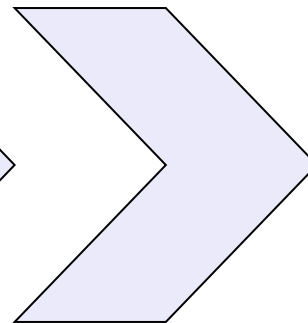
- **Asset Packaging**
 - Save as glb
- **Deployment**
 - Drag & drop
 - glTF Sample Viewer
- **Verification**
 - glTF Sample View
 - Extensions
 - Lighting
 - Tone mapping



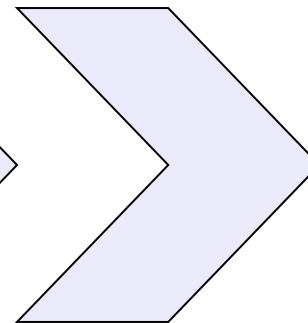
From glTF 2.0 to PBR-Next: How to enhance your existing assets



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Composing &
PBR Next



Deployment &
Verification

From glTF 2.0 to PBR-Next: How to enhance your existing assets

• Summary

- Extensions demonstrated

KHR_materials_specular

KHR_materials_ior

KHR_materials_volume

- Great for refractive

- Ice

- Gems

- ...

- Supported now in ...

- Babylon.JS

- three.js

- Filament

- Substance 3D Stager

- 3DEXPERIENCE Platform

- DGG RapidCompact

- Gestaltor

