GLTF 2.0 PBR extensions for Tech Artists

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Good News: New Features!
Bad news... things take time to mature.
But Still....Good News:  Partners are ready NOW!

Drag and drop gltf, glb, obj or babylon files to view them.

Tools for glTF and GLB 3D models

This extension is enabled globally.

Models
- Models
- Scene
- Cameras

Display
- Animation
- XMP

Blender

Enidcaster Woodford
Transmission
Specular Color
Volume
Transmission, Specular Color, Volume
Sheen
Clear Coat
Latest Khronos Extensions:

• Official completed 2.0 extension registry:
  - https://github.com/KhronosGroup/gltF/blob/master/extensions/README.md

• Extension documentation and in-Development info:
  - https://github.com/KhronosGroup/gltF/tree/master/extensions/2.0/Khronos

• Example models to inspect, review and learn from:
  - https://github.com/KhronosGroup/gltF-Sample-Models/tree/master/2.0
Guides and Documentation

- **Art Pipeline for GLTF Creation:**
  - [https://www.khronos.org/blog/art-pipeline-for-gltf](https://www.khronos.org/blog/art-pipeline-for-gltf)
  - A little older, but great suggestions.

- **3D Asset Creation guide: Dig into the details**
  - [https://github.com/KhronosGroup/3DC-Asset-Creation](https://github.com/KhronosGroup/3DC-Asset-Creation)

- **Physically-Based Rendering (PBR): Artist friendly links**
  - [https://marmoset.co/posts/pbr-texture-conversion/](https://marmoset.co/posts/pbr-texture-conversion/)

- **Physically-Based Rendering: Comprehensive Technical Guide**
  - [https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-1](https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-1)
Digital Content Creation Software

- **Autodesk**: 3dsMax and Maya with Babylon Exporter.
  - [https://doc.babylonjs.com/extensions/Exporters/3DSMax](https://doc.babylonjs.com/extensions/Exporters/3DSMax)
  - [https://doc.babylonjs.com/extensions/Exporters/Maya](https://doc.babylonjs.com/extensions/Exporters/Maya)

- **Blender**: recommend latest 2.93.1

- **Adobe**: Substance products or Adobe Dimension
Specialized Authoring Software

- **Authoring directly in GLTF JSON file:**

- **Authoring in Specialized GLTF tools:**
  - [https://gestaltor.io/](https://gestaltor.io/)

- **Authoring via Graphic Node editor**
  - [https://nodematerial-editor.babylonjs.com/](https://nodematerial-editor.babylonjs.com/)

- **Command line Converters:**
  - [https://github.com/CesiumGS/gltf-pipeline](https://github.com/CesiumGS/gltf-pipeline)
  - [https://github.com/facebookincubator/FBX2gltF](https://github.com/facebookincubator/FBX2gltF)
  - [https://www.simlab-soft.com/3d-plugins](https://www.simlab-soft.com/3d-plugins)
  - [https://rapidcompact.com/](https://rapidcompact.com/)
KTX2 Compression:

- **Artists guide:**

- **KTS tools:**

- **Example comparison:**
  - [https://playground.babylonjs.com/full.html#YD2TXP#22](https://playground.babylonjs.com/full.html#YD2TXP#22)
GLTF: Powerful and Inspiring. Accessible and Simple.

Thank you.