

# Request for Quotations

## gITF

### Three.js Loader Update

#### July 2015

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# 1. Background

Khronos funded the development, and release in open source, of a three.js glTF loader (the “**Loader**”) in 2014. The glTF specification and resources are available here: <https://github.com/KhronosGroup/glTF>. The Loader source is available here: <https://github.com/KhronosGroup/glTF/tree/master/loaders/threejs>.

Three.js is the most popular WebGL development library and so the Loader is vital to drive glTF adoption by WebGL developers. The Loader is hosted on Khronos’ GitHub repository and is being used with regular public pull requests asking for updates.

The Loader is in working order, but now requires updates to track the latest three.js and glTF schema changes, and to add features that were deferred during the development of the first version.

## 2. Goals

The **primary** goal of this project is to update the Loader to reflect the latest versions of the glTF specification and three.js library.

The **secondary** goal is to help drive feedback from this project as glTF specification edits to create a final review draft for the glTF 1.0 specification.

## 3. Scope

Our scoping estimate for this project is three person-weeks.

Expected project work consists of the following tasks:

1. Extend the Loader for all glTF schema features not currently supported, including:
  - user-defined GLSL shaders;
  - cubic interpolation for morphs;
  - skinning.
2. Update the Loader to track glTF format changes made over the last year;
3. Update the Loader to be compatible with the latest three.js library and update the existing three.js sample viewer and examples as necessary to load correctly;
4. Update Loader documentation to reflect all updates;
5. Update the glTF specification to complete a public draft of the glTF specification for final review – ideally in time for SIGGRAPH 2015.

## 4. Deliverables, Methodology and Acceptance Criteria

Deliverables will include:

1. Updated Loader code;
2. Updated sample viewer and example code;
3. Updated Loader Documentation;
4. Updated glTF specification.

Updates to the Loader should be executed in a branch of the Khronos GitHub repository via pull request and will require working with the glTF working group to clarify and resolve any glTF specification issues.

Once approved by the working group, the updated three.js importer should be merged with a pull request to the three.js GitHub and any integration issues resolved through working with the Three.js team to submit the code.

Ideally the standard Three.js distribution will be updated to include the latest loader version once complete.

## 5. Selection Schedule and Process

Khronos will follow the schedule below to select a Contractor:

1. **July 17<sup>th</sup>** – Khronos Releases RFQ;
2. **July 24<sup>th</sup>** – RFQ responses received by Khronos;
3. **July 30<sup>th</sup>** – Contractor selected and notified;
4. **August 7<sup>th</sup>** – Contract executed and start of work.

The contractor will be selected from any received bids by the Khronos 3D Formats working group. The selected contractor will be required to execute the standard Khronos Membership Agreement (with membership fees waived) if they are not already a Khronos member, and execute the standard Khronos Contractors Agreement with milestones and costs entered into Exhibit B and Contractor Disclosures entered into Exhibit C.

No work shall begin, and Khronos shall be liable for no costs or expenses, until the selected contractor is in receipt of an executed contractor's agreement.

## 6. RFQ Responses

The RFQ responses will form the basis for detailed milestone and cost negotiations for the final contract with the selected vendor(s). Vendors are encouraged to quote for a subset of the deliverables if they feel they are able to specifically address that subset as Khronos will consider splitting this project between multiple respondents.

Please provide the following information in the format of your choice:

1. Identification of which elements of the Project Scope outlined in Section 3 on which you wish to bid;
2. A description of your familiarity (if any) with 3D graphics, WebGL, glTF and the Loader, and of any development you have previously performed with these components;
3. Proposed schedule to complete deliverables. We believe that the project work is parallelizable, and welcome proposals that split the work across multiple engineers to accelerate delivery;
4. Whether you are bidding a fixed cost or a T&M contract. Fixed cost responses are strongly preferred;
5. Confirmation that you are willing to work under the Khronos Contractor Agreement and execute the Khronos Membership Agreement for the duration of the project;
6. Any particular issues or risk factors that you wish to highlight;
7. Supporting materials, including background materials about your company, highlighting other relevant experience and expertise for this project.

Responses and all subsequent communication regarding this RFQ should be sent to [3dformats-rfq@khronos.org](mailto:3dformats-rfq@khronos.org).