

How to convert any model of your choice to glTF 2.0 (.glb/.gltf)

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Preparing model:

1. Select any model you wish. This model can be made in any version of Blender.
2. Generate and map any textures you wish to use on the model using any version of Blender.
3. Import the model to Blender 2.80.
4. Remove any cameras, lights, or other objects you may have added previously.
5. Select the Eevee rendering engine.
6. Add a Sun Light if you wish to see how the material is affected while editing.

Making glTF compatible material:

7. Open the Shader Editor (also known as the Nodes Editor).
8. Add a "Principled BSDF" and connect "BSDF" to "Surface" on the "Material Output" node.
9. Add an image texture node and add the main diffuse texture. Connect "Color" on this node to "Base Color" on the "Principled BSDF."
10. Every image texture must have two other nodes connected to it which are the "Mapping" and "UV Map" nodes. On the "UV Map" node your UV map should be selected. So far the setup should be like this: <http://prntscr.com/o9nvc0>
11. You may add any of these maps using the same procedure: metallic, roughness, baked ambient occlusion, normal map, emissive. Some of these properties can be adjusted directly on the "Principled BSDF" node without maps. Example setups can be found here: <http://prntscr.com/o9ny5z>
https://docs.blender.org/manual/en/dev/_images/addons_io-gltf2_material-principled.png
12. More information exists on this website: https://docs.blender.org/manual/en/dev/addons/io_gltf2.html#file-format-variations

Exporting model:

13. To export your model, use File -> Export -> glTF 2.0 (.glb/.gltf)
14. To select your file extension and edit settings for exporting, use the box on the lower left hand side: <http://prntscr.com/o9o3jo>
15. The glTF exporter will automatically detect which shader nodes in Blender are compatible with the core material system (all of them if you used the supported ones) and will ignore those that are not supported.
16. Your file will contain your 3D model and information needed for the material to be displayed properly.