Basis Universal GPU Texture Compression

Basis Universal is a "supercompressed" GPU texture and texture video compression system that outputs a highly compressed intermediate file format (.basis) that can be quickly transcoded to a wide variety of GPU texture compression formats.

GitHub

Transcoders

Basis Universal texture data may be used in two different file formats: `.basis` and `.ktx2`, where `ktx2` is a standardized wrapper around basis texture data.

For further documentation about the Basis compressor and transcoder, refer to the Basis GitHub repository.

The folder contains two files required for transcoding `.basis` or `.ktx2` textures:

- `basis_transcoder.js` — JavaScript wrapper for the WebAssembly transcoder.
- `basis_transcoder.wasm` — WebAssembly transcoder.

Both are dependencies of `THREE.KTX2Loader` and `THREE.BasisTextureLoader`:

```
var ktx2Loader = new THREE.KTX2Loader();
ktx2Loader.setTranscoderPath( 'examples/js/libs/basis/' );
ktx2Loader.detectSupport( renderer );
ktx2Loader.load( 'diffuse.ktx2', function ( texture ) {

    var material = new THREE.MeshStandardMaterial( { map: texture } );

}, function () {

    console.log( 'onProgress' );

}, function ( e ) {

    console.error( e );

} );
```

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