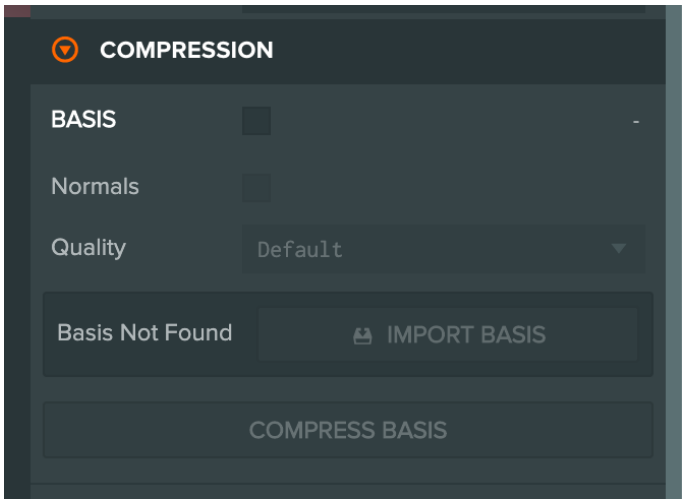
Basis Textures Supported Added (Supercompressed Textures)

We have been internally testing texture Basis compression which gives the benefits of our current compression system (hardware supported data) in a smaller download package. It is also faster to compress textures within the Editor 😀 .



Basis is a 'super-compressed' texture format. It's a platform independent lossy block compression format that can be transcoded to the natively supported hardware compression format at runtime.

Basis compressed textures can be ~50% smaller (on the default setting) than the current Legacy compressed ones but there is a small trade off in quality and the Basis WASM library is 253Kb Gzipped.

Also, we recommend you make all textures you plan to compress square. Otherwise, on iOS, the texture will decompress to 565 (if no alpha present) or 8888 (if alpha present). PVR can't handle non-square texture dimensions.

There are 5 compression levels exposed. Higher quality means slower compression and larger file size. Keep an eye on both and pick a good balance. Generally, diffuse maps can be compressed more aggressively than normal maps or gloss maps.

For comparison, here is an example of the Model Viewer with the textures on the cube compressed with Legacy and the new Basis compression (Default quality):

Legacy: https://playcanv.as/p/ei7XMZgF/ (project: https://playcanvas.com/editor/scene/912567)
Basis: https://playcanv.as/p/j8rsh3eO/ (project: https://playcanvas.com/editor/scene/912568)

We have whitelisted all the user accounts to enable this feature (let me know if I've missed anyone).

If you are currently using compressed textures these will need to be removed first. This is done by:

- Unticking DXT, PVR, ETC1, ETC2 and clicking Compress Legacy.
- Untick Legacy
- Tick Basis (if normal map, tick Normals)
- Select Quality and Compress Basis