

MaterialXgltf

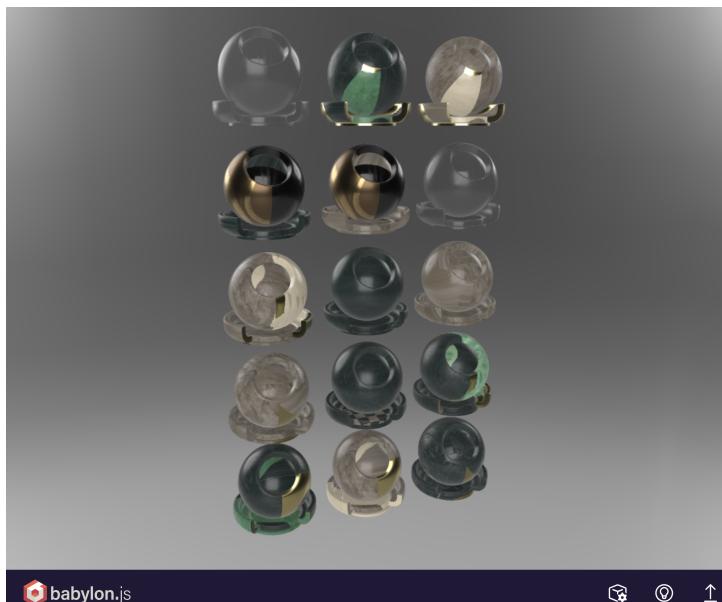
This is the home page for the [materialxgltf](#) Python package which provides bi-directional data model conversion between MaterialX and glTF materials.

The package can be downloaded fro PyPi [here](#)

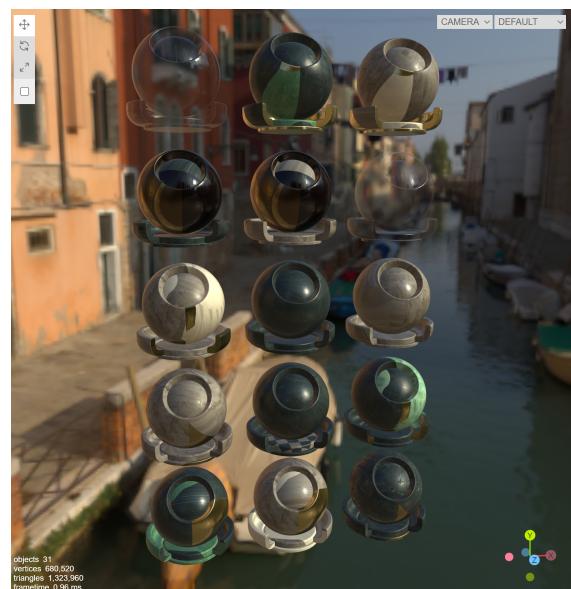
Documentation

- **Python Package:** Details about how to use this package can be found [here](#)
- **API Documentation:** Python interface documentation can be found [here](#)
- **Jupyter Notebook:** An example is shown here [here](#). The notebook file can be found in the source repository.

Examples



Babylon Viewer



ThreeJS Editor

Figure: The Open Chess Set reference asset MaterialX file in the Standard Surface shading model converted to glTF PBR shading model, then packaged into a binary (GLB). Asset is authored by Moeen Sayed and Mujtaba Sayed, and was contributed to the MaterialX project by Side Effects.

A gallery of example conversions can be found [here](#)