OptimizeGLB **0.1.3**

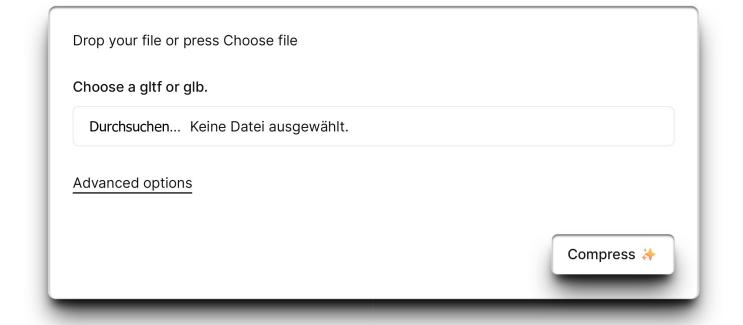**New**   API is out! Reach out for early access.

Reduce upto ~90% of file size.

Your dependable tool for compressing GLTF and GLB models quickly and effectively. Improve fps by optimizing your model.

made by antonyadhiban

Drop your file or press Choose file

Choose a gltf or glb.

| Durchsuchen... | Keine Datei ausgewählt. |

Advanced options

Compress ✨

Old website ?

The old website had a viewer which seemed overkill for a conversion site. If you need to preview your models please use https://gltf-viewer.donmccurdy.com/

Support

Please retry uploading atleast once if you see an error.
If you run into any issues or have questions, please feel free to contact me at gtadhib@gmail.com or send a message to @antonyadhiban on x.com (formerly Twitter).

(I havent optimized the code so the servers might be busy)

Why Choose OptimizeGLB?

Effective Compression Significantly decrease your file sizes, without losing quality and structure of the models.
Quick Process Our tool is optimized for speed, getting your models ready in no time. (Paid version soon will provide instant conversions)
Zero Cost OptimizeGLB is free to use.
Built on a Strong Foundation Thanks to @donrmccurdy for creating gltf-transform, the conversion is well maintained and constantly up-to-date.

Enhance Your 3D Workflow

OptimizeGLB is the practical choice for developers, designers, and 3D artists looking to manage file size constraints efficiently. Our tool is here to support your projects in gaming, AR/VR, and beyond, facilitating quicker load times and smoother rendering.

Integrate our API

Use our API to integrate gltf and glb
compression into your pipeline.
Contact me at gtadhib@gmail.com or
send a message to @antonyadhiban
to get early access.

Get Started Now

Optimize your models today. No hassle, no charges – just straightforward efficiency.

How to use the API ?

Reach out at gtadhib@gmail.com for Name and API Key

POST /api/compress

Headers
```
Authorization: Bearer `YOUR_API_KEY_HERE`
Content-Type: application/json
```

Request Body
name, fileUrl, and textureFormat

Response
A binary stream of the compressed GLTF file or an error message

Example code

```
const options = {
  method: 'POST',
  headers: {
    'Content-Type': 'application/json',
    Authorization: 'Bearer <YOUR_API_KEY_HERE>'
  },
  body: '{
    "name":"<YOUR_NAME>",
    "fileUrl":"<YOUR_FILE_URL_HERE>",
    "textureFormat":"webp"
  }'
};
```

```
fetch('https://optimizeglb.com/api/compress', options)
  .then(response => response.json())
  .then(response => console.log(response))
  .catch(err => console.error(err));
```

If you face any issue feel free to reach out to me atgtadhib@gmail.com