

```
(default value)
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## glTF 2.0 Quick Reference #2 (2018/3/9)

accessors		*	array
<i>bufferView</i>	: index	(bufferViews)	
byteOffset	: value		0
<b>componentType</b>	: value		
normalized	: boolean		false
<b>count</b>	: value		
<b>type</b>	: string		
max	: value[]		
min	: value[]		
<b>sparse</b>	: array[object]	*	
<b>count</b>	: value		
<b>indices</b>	: object	*	
<i>bufferView</i>	: index	(bufferViews)	
byteOffset	: value		0
<b>componentType</b>	: value		
<b>values</b>	: object	*	
<i>bufferView</i>	: index	(bufferViews)	
byteOffset	: value		0
name	: string		

bufferViews		*	array
<i>buffer</i>	: index	(buffers)	
byteOffset	: value		0
<b>byteLength</b>	: value		
byteStride	: value		
target	: value		
name	: string		

buffers		*	array
uri	: string		
<b>byteLength</b>	: value		
name	: string		

animations		*	array
<b>channels</b>	: array[object]	*	
<i>sampler</i>	: index	(animation.samplers)	
<b>target</b>	: object		
<i>node</i>	: index	(nodes)	
<b>path</b>	: string		
<b>samplers</b>	: array[object]	*	
<u>input</u>	: accessor		
<u>output</u>	: accessor		
interpolation	: string		LINEAR
name	: string		

materials		*	array
name	: string		
<b>pbrMaterialRoughness</b>	: object		
baseColorTexture	: object	*	
<b>index</b>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	
baseColorFactor	: value[]		[1,1,1,1]
metallicRoughnessTexture	: object	*	
<b>index</b>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	
metallicFactor	: value		1
roughnessFactor	: value		1
<b>normalTexture</b>	: object	*	
scale	: value		1
<b>index</b>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	0
<b>occlusionTexture</b>	: object	*	
strength	: value		1
<b>index</b>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	0
<b>emissiveTexture</b>	: object	*	
<b>index</b>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	
emissiveFactor	: value[]		[0,0,0]
alphaMode	: string		OPAQUE
alphaCutoff	: value		0.5
doubleSided	: boolean		false

textures		*	array
<i>source</i>	: index	(images)	
<i>sampler</i>	: index	(samplers)	

images		*	array
uri	: string		
mimetype	: string		
<i>bufferView</i>	: index	(bufferViews)	
name	: string		

samplers		*	array
magFilter	: value		
minFilter	: value		
wrapS	: value		10497
wrapT	: value		10497
name	: string		

## glTF 2.0 Quick Reference #3 (2018/3/9)

accessor.componentType	
5120	BYTE
5121	UNSIGNED_BYTE
5122	SHORT
5123	UNSIGNED_SHORT
5125	UNSIGNED_INT
5126	FLOAT

accessor.type
SCALAR
VEC2
VEC3
VEC4
MAT2
MAT3
MAT4

animation.sampler.interpolation
LINEAR
STEP
CUBICSPLINE

bufferView.target	
34962	ARRAY_BUFFER
34963	ELEMENT_ARRAY_BUFFER

image.mimeType
image/jpeg
image/png

primitive.mode	
0	POINTS
1	LINES
2	LINE_LOOP
3	LINE_STRIP
4	TRIANGLES
5	TRIANGLE_STRIP
6	TRIANGLE_FAN

sampler.magFilter	
9728	NEAREST
9729	LINEAR

sampler.minFilter	
9728	NEAREST
9729	LINEAR
9984	NEAREST_MIPMAP_NEAREST
9985	LINEAR_MIPMAP_NEAREST
9986	NEAREST_MIPMAP_LINEAR
9987	LINEAR_MIPMAP_LINEAR

sampler.wrapS[wrapT]	
33071	CLAMP_TO_EDGE
33648	MIRRORED_REPEAT
10497	REPEAT

animation.channel.target.path
translation
rotation
scale
weights