

glTF	*	object
<b>asset</b>		glTF version
scene	default scene	: index (nodes)
scenes		the set of visual objects to render
nodes		the objects to render
cameras		camera
meshes		define arrays of primitives
skins		the information for skinning
accessors		define the type and layout of the data
bufferViews		structural information of the data
buffers		contain the data
materials		appearance of a primitive
textures		the information about texture
samplers		specifies filter and wrapping
images		contain the image data
animations		contain key frame animation

asset	*	object
copyright		: string
generator		: string
<b>version</b>		: string
minVersion		: string

scenes		array
<i>nodes</i>	: index[]	(nodes)

nodes		array
name	: string	
<i>children</i>	: index[]	(nodes)
matrix	: value[]	[1,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1]
translation	: value[]	[0,0,0]
rotation	: value[]	[0,0,0,1]
scale	: value[]	[1,1,1]
<i>mesh</i>	: index	(meshes)
<i>skin</i>	: index	(skins)
<i>camera</i>	: index	(cameras)
weights	: value[]	

skins	*	array
<u>inverseBindMatrices</u>	: accessor	
<b>joints</b>	: index[]	(nodes)
<i>skeleton</i>	: index	(nodes)

(default value)

cameras	*	array
orthographic	: object	*
<b>xmag</b>	: value	
<b>ymag</b>	: value	
<b>zfar</b>	: value	
<b>znear</b>	: value	
perspective	: object	*
aspectRatio	: value	
<b>yfov</b>	: value	
zfar	: value	
<b>znear</b>	: value	
<b>type</b>	: string	
name	: string	

meshes	*	array
name	: string	
<b>primitives</b>	: array[object]	*
mode	: value	4
<u>indices</u>	: accessor	
<b>attributes</b>	: object	
<u>POSITION</u>	: accessor	
<u>NORMAL</u>	: accessor	
<u>TANGENT</u>	: accessor	
<u>TEXCOORD_n</u>	: accessor	
<u>COLOR_n</u>	: accessor	
<u>JOINTS_n</u>	: accessor	
<u>WEIGHTS_n</u>	: accessor	
targets	: object	
<u>POSITION</u>	: accessor	
<u>NORMAL</u>	: accessor	
<u>TANGENT</u>	: accessor	
<i>material</i>	: index	(materials)
weights	: value[]	

extensionsUsed		array
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extensionsRequired		array
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extensions		object
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extra		any
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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	*	
<i>index</i>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	
baseColorFactor	: value[]		[1,1,1,1]
metallicRoughnessTexture	: object	*	
<i>index</i>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	
metallicFactor	: value		1
roughnessFactor	: value		1
<b>normalTexture</b>	: object	*	
scale	: value		1
<i>index</i>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	0
<b>occlusionTexture</b>	: object	*	
strength	: value		1
<i>index</i>	: index	(textures)	
<i>texCoord</i>	: index	(semantics)	0
<b>emissiveTexture</b>	: object	*	
<i>index</i>	: 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