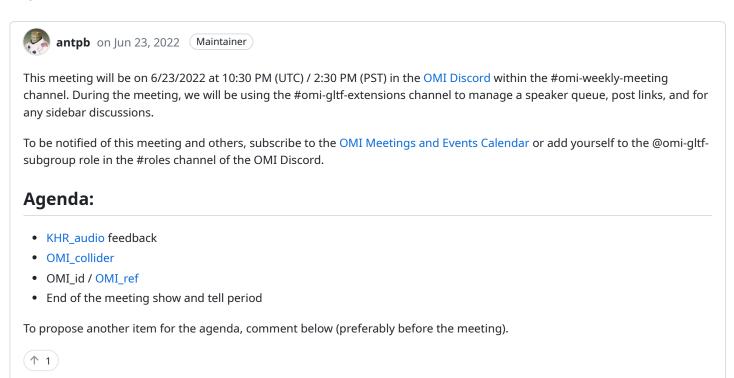


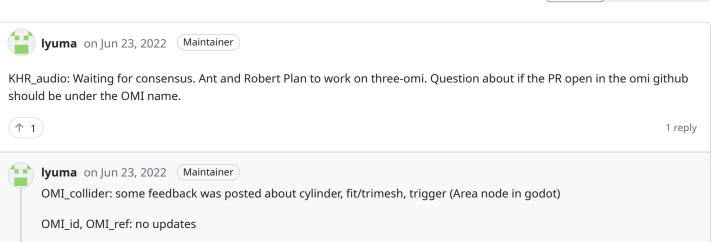
OMI glTF Working Group Meeting 6/23/2022 #91

antpb started this conversation in General



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Talked with memelotsqui about the AVP house demo.

Subject of Lightmaps came up. Compression artifacts usin jpg. Png and ktx2 (basisu) were also used

Uncompressed textures are too big and run out of VRAM.

Had to use lower resolution assets.

We discussed bc6h and float16 extensions but these are inactive pull requests (glTF 1954 and 1955) It might be worth exploring basisu in RGBD format as defined here:

https://github.com/KhronosGroup/glTF/tree/main/extensions/2.0/Vendor/EXT_lights_image_based

We discussed animations. Issues discussed: bezier (weight/tangents), sharing animations between objects



1 reply



lyuma on Jun 23, 2022 Maintainer

We also discussed light probes: probe spherical harmonics coefficients seem in wide use across many engines. Including three.js, unity, godot 4 alpha. (lyuma: tetrahedralization data? Anything else?)

Category



General

Labels

None yet

2 participants



