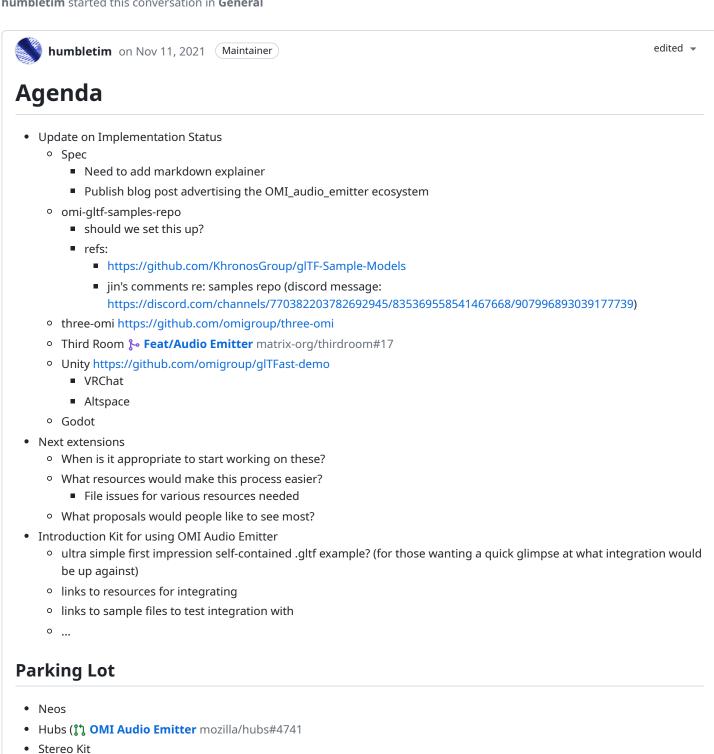


glTF Working Group Meeting 11/11/2021 #33

humbletim started this conversation in General



1

3 comments · 2 replies





fire on Nov 11, 2021 (Collaborator

1. Mike | Icosa worked on the json parser on Unity.



2 replies



fire on Nov 11, 2021 (Collaborator

I have done some work on the MaterialX extension.

- 1. draft https://github.com/fire/glTF/blob/materialx/extensions/2.0/Vendor/OMI_texture_mtlx/README.md
- 2. https://github.com/fire/MaterialX/tree/gltf



mikeskydev on Nov 11, 2021

edited -

I have been comparing different JSON loaders inside Unity. @atteneder mentioned performance and size concerns for Newtonsoft.Json, which I have confirmed in testing.

I downloaded the NuGet package for System. Json, which is a platform extension package https://www.nuget.org/packages/System.Json. It has a similar parse speed based on my testing, but System.Json is a much smaller package compared to Newtonsoft. Json. System. Json doesn't need a struct passed to it, and you can query the parsed object for any arbitrary key: data["node"] or check if a node exists: containskey("node")

UniVRM's parser, called UniJson, came in slightly faster than both. https://github.com/vrmc/UniVRM/tree/master/Assets/UniGLTF/Runtime/UniJSON

See below for speed comparison on a fairly complex gITF.



I also want to investigate new .NET 5 (.NET6?) replacement for System. Json, but I'm not sure how compatible the latter is with Unity due to it's .NET version.





lyuma on Nov 11, 2021 (Maintainer

Godot's proposed GLTF extension api (godotengine/godot-proposals#3305) has not been finalized / approved yet. We could move forward with an importer more like the VRM importer. Question: does Godot 3.4 / 4.0 allow overriding the builtin GLTF import?



0 replies



mrmetaverse on Nov 11, 2021 Maintainer

Suggestions per our conversation: Maybe make an empty node with a audio emitter attached to it with a default sound. Maybe also make an example object, like a sword, and give it a metallic sound. Or a cat glb with a built in purr sound.



0 replies

Category



General

Labels

None yet

5 participants









