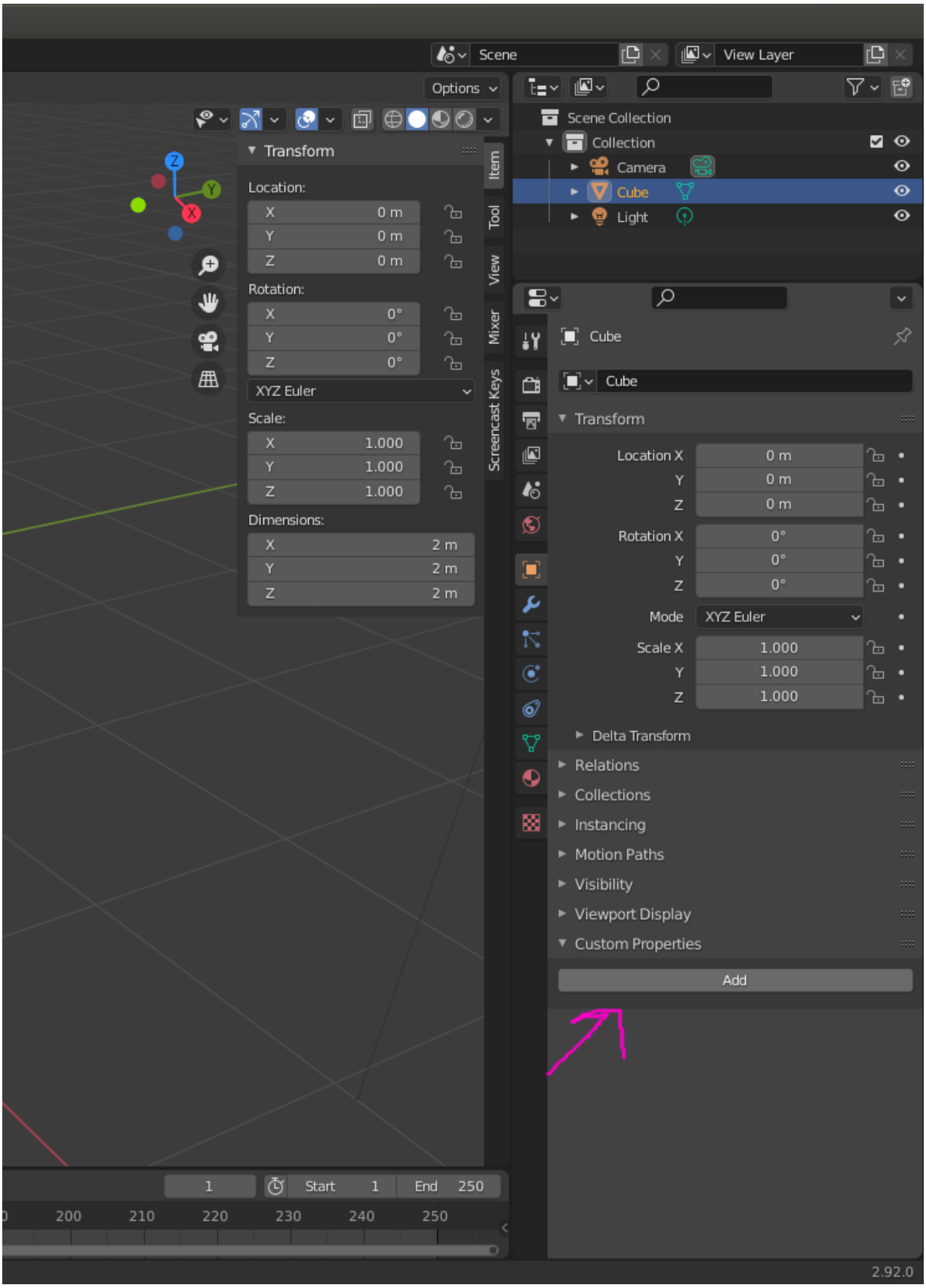
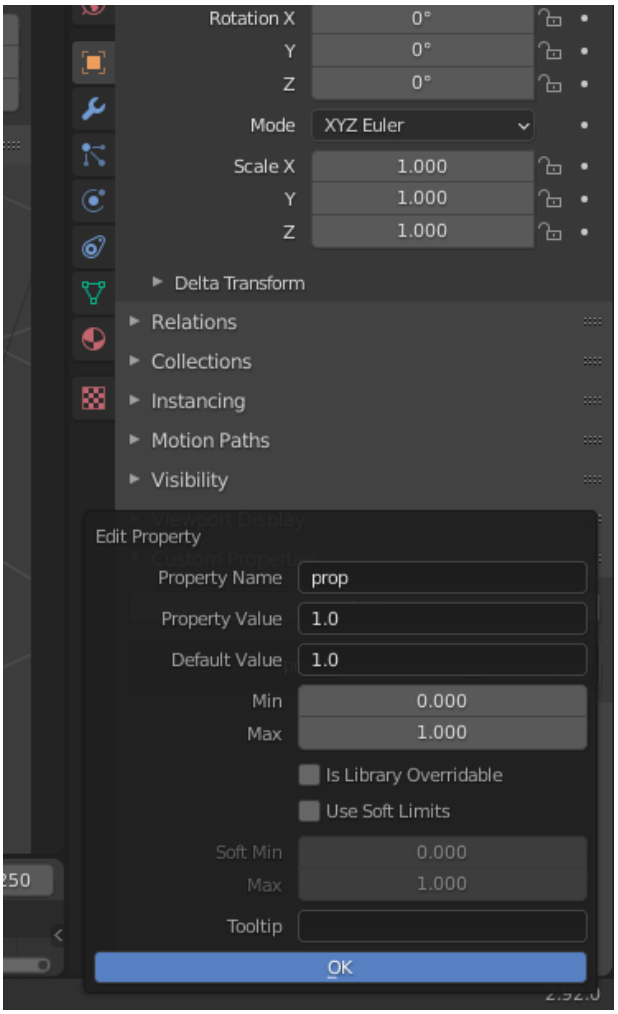
notes on using blender custom properties to define ad hoc glTF node extras #26

humbletim started this conversation in **Ideas**

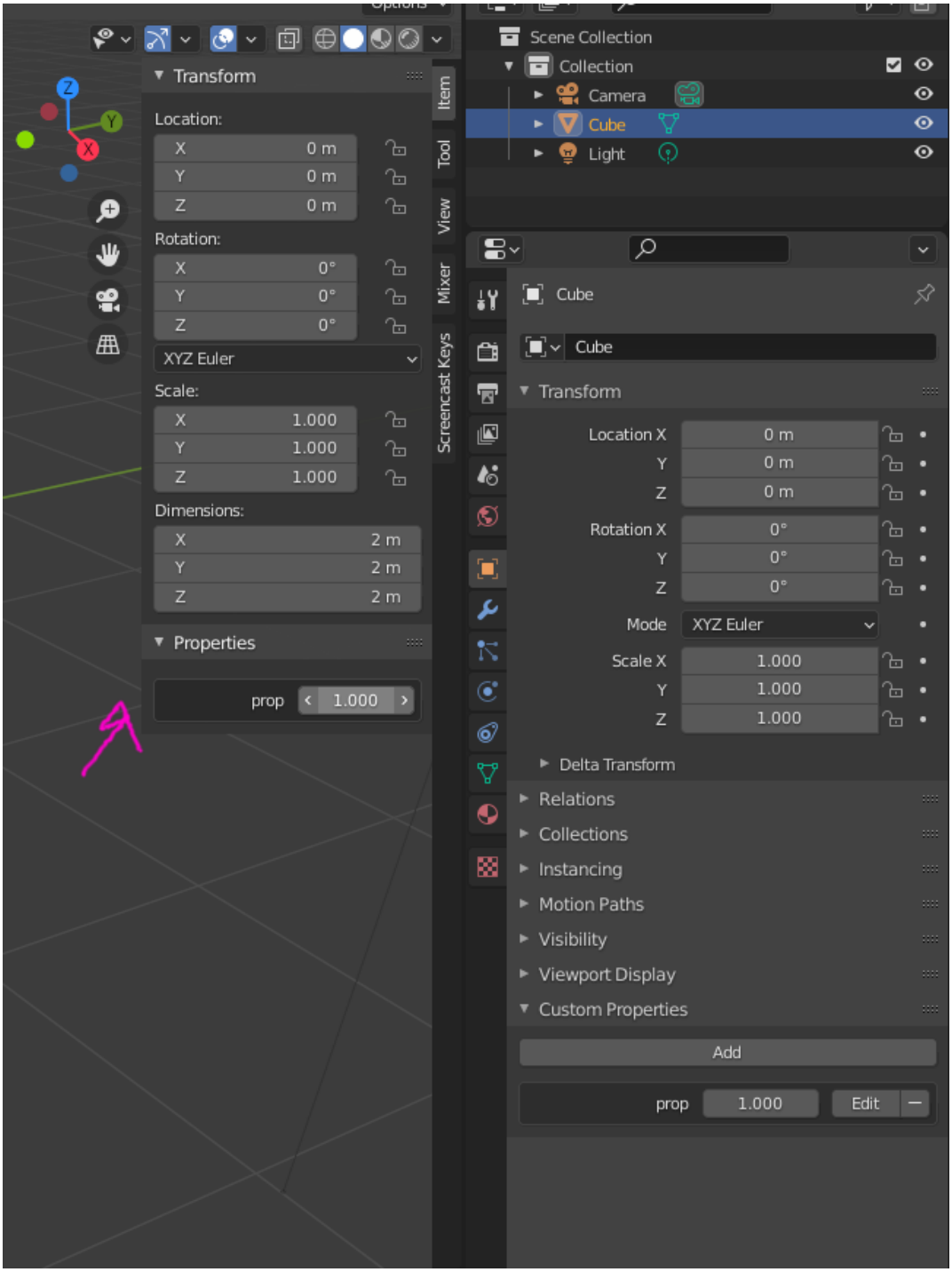
humbletim on Oct 14, 2021 Maintainer edited

1. Stock Blender lets you attach arbitrary custom properties to objects:

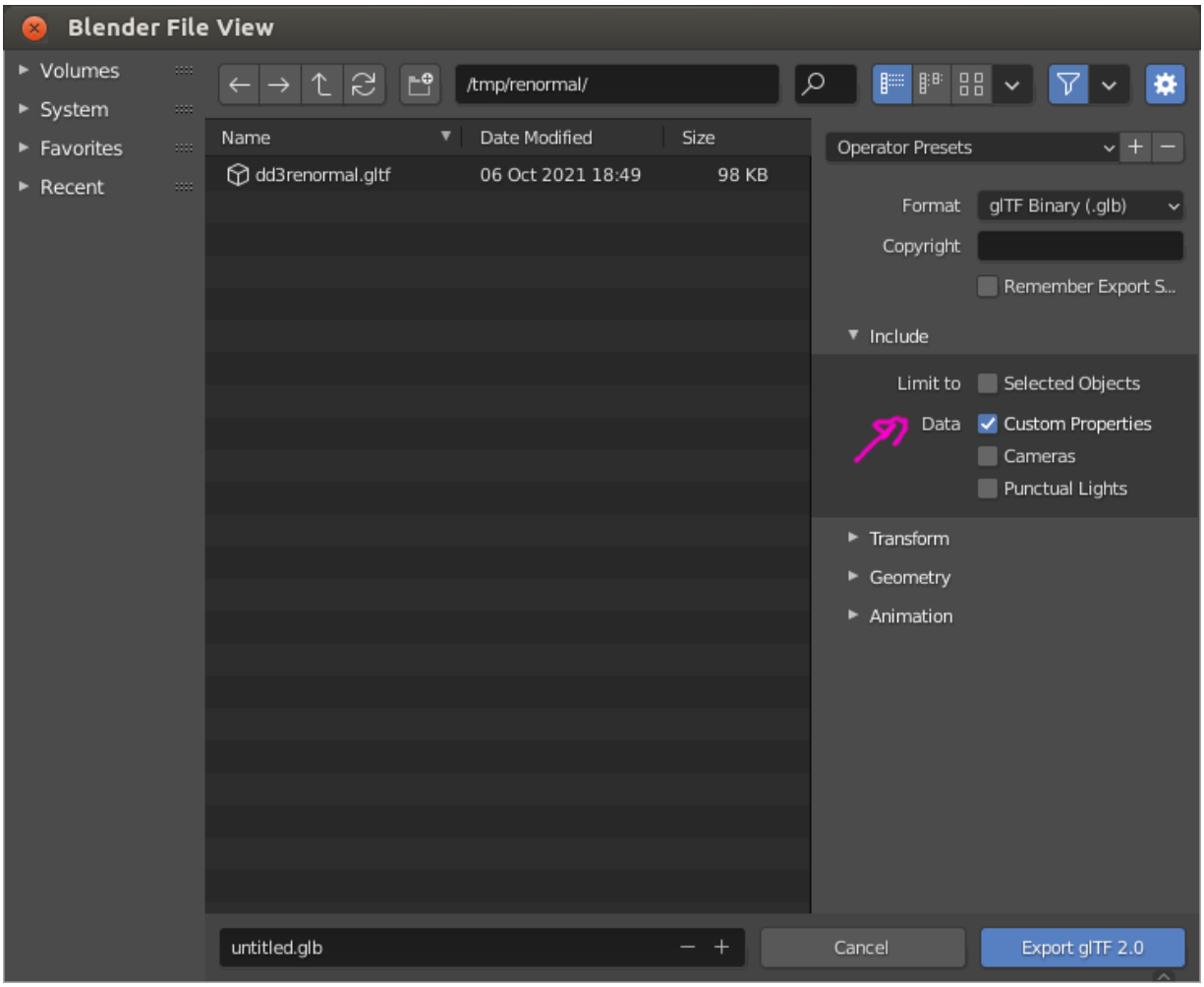

Scene
View Layer
Options
Transform
Location:
X 0 m
Y 0 m
Z 0 m
Rotation:
X 0°
Y 0°
Z 0°
XYZ Euler
Scale:
X 1.000
Y 1.000
Z 1.000
Dimensions:
X 2 m
Y 2 m
Z 2 m
Item
Tool
View
Mixer
Screencast Keys
Scene Collection
Collection
Camera
Cube
Light
Cube
Cube
Transform
Location X 0 m
Y 0 m
Z 0 m
Rotation X 0°
Y 0°
Z 0°
Mode XYZ Euler
Scale X 1.000
Y 1.000
Z 1.000
Delta Transform
Relations
Collections
Instancing
Motion Paths
Visibility
Viewport Display
Custom Properties
Add
1
Start 1
End 250
200 210 220 230 240 250
2.92.0



2. Once defined, those properties show up (and can be adjusted) right within information panel:



3. During glTF export there is an "Include Custom Properties" option:



4. Custom properties are reflected as `extras` on the glTF node:

```
{
    "asset" : {
        "generator" : "Khronos glTF Blender I/O v1.5.17",
        "version" : "2.0"
    },
    "scene" : 0,
    "scenes" : [ {
            "name" : "Scene",
            "nodes" : [ 0, 1, 2 ]
        } ],
    "nodes" : [
        {
+            "extras" : {
+                "prop" : 1
+            },
            "mesh" : 0,
            "name" : "Cube"
        },
        {
            "name" : "Light",
            "...": "..."
        }
  ]
}
```

↑ 1

0 comments

Category

💡 **Ideas**

Labels

None yet

1 participant