# Basis Universal GPU Texture Compression

Basis Universal is a "[supercompressed](http://gamma.cs.unc.edu/GST/gst.pdf)" GPU texture and texture video compression system that outputs a highly compressed intermediate file format (.basis) that can be quickly transcoded to a wide variety of GPU texture compression formats.

[GitHub](https://github.com/BinomialLLC/basis_universal)

## Transcoders

Basis Universal texture data may be used in two different file formats: .basis and .ktx2, where ktx2 is a standardized wrapper around basis texture data.

For further documentation about the Basis compressor and transcoder, refer to the [Basis GitHub repository](https://github.com/BinomialLLC/basis_universal).

The folder contains two files required for transcoding .basis or .ktx2 textures:

* basis\_transcoder.js — JavaScript wrapper for the WebAssembly transcoder.
* basis\_transcoder.wasm — WebAssembly transcoder.

Both are dependencies of THREE.KTX2Loader and THREE.BasisTextureLoader:

var ktx2Loader = new THREE.KTX2Loader();

ktx2Loader.setTranscoderPath( 'examples/js/libs/basis/' );

ktx2Loader.detectSupport( renderer );

ktx2Loader.load( 'diffuse.ktx2', function ( texture ) {

var material = new THREE.MeshStandardMaterial( { map: texture } );

}, function () {

console.log( 'onProgress' );

}, function ( e ) {

console.error( e );

} );

## License

[Apache License 2.0](https://github.com/BinomialLLC/basis_universal/blob/master/LICENSE)