PBR-ready glTF in instant3Dhub / instantUV

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Motivation:
PBR in instant3Dhub / instantUV *

- **Distributed** Visualization (VaaS) Software Suite
  - Various **client hardware** configurations (Desktop, Mobile)
  - Various **client software** configurations (JS/Web, C++, Java)
  - Different **GPU / shading languages**

*Additional Information: Instant3dhub.com / instantuv.org*
Tremendous feedback - huge momentum!

We were, a bit, happily overwhelmed…
- limited capacities for moving forward so quickly
- as always, the devil’s in the details …
Some Questions & TODOs

- public reference implementation?
- one or two parameters sets?
- where to put env. maps?
- which approximations?
- why are we doing this?
- texture factors?
- normal maps?
- displacement maps?
- bump maps?
- occlusion maps?
- gamma / sRGB?
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- \( \gamma \) / sRGB?
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- bump maps?
- public reference implementation?
- why are we doing this?
- where to put env. maps?
- texture factors?
- gamma / sRGB?
We can work it out together
Thanks to a great glTF community!

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  - Marco Hutter
Demo Time!
Thanks for your attention!