

GLTF 2 in Sketchfab

<https://sketchfab.com/gltf>

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Where are we ?

- 800k users
- 1.4m scenes
- 5m unique visitors / month

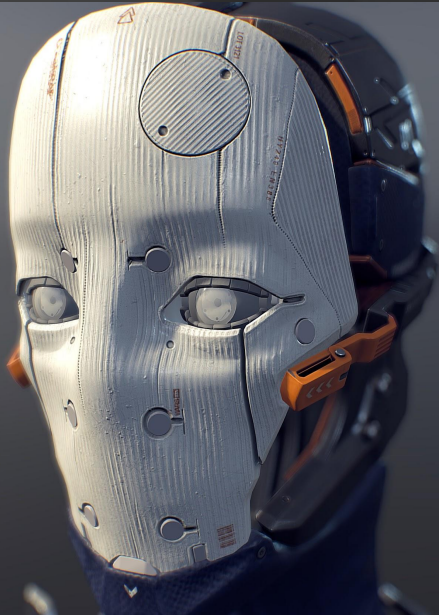


📷 SAVE VIEW



▶ 07:60 Start_Liftoff ▾







Support both PBR workflow

- **Metalness roughness**
- **Specular glossiness**

Animation is still in beta

- **Solid & Skinning**
- **No morph target yet**



Sketchfab improvement (PBR)

- Texture compression**
- Dynamic texture packing**
- Normal quality issue WIP**



Our Plan with GLTF

- Bi directional path**
- Unity & Unreal plugins and more...**

**Need to synchronize better with the community
(don't write gltf exporter 10 times)**



Updates

- Point cloud support
- Presets
- [Vr browser update](#)



Sketchfab



EXPLORE

MY PROFILE



THANK YOU

@trigrou