

Standard

Standard

Physically Based Rendering (PBR) Shader

Standard Shader

Unity Standard Shader (PBR) Shader

⚠️ Shader [Standard] [Unity] [metallic] [smooth] [Unlit/Unlit]

Metallic, Roughness, Occlusion

| | glTF material | | | Unity Standard Shader |
|-----------|---|---|---|--|
| Occlusion | occlusionTexture | R | G | _MetallicGlossMap |
| Roughness | pbrMetallicRoughness.metallicRoughnessTexture | G | A | _MetallicGlossMap (smoothness = 1 - roughness) |
| Metallic | pbrMetallicRoughness.metallicRoughnessTexture | B | R | _OcclusionMap |

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⚠️ **Metallic Smoothness Occlusion** (V0.69.0)

[v0.69.0]

- import glTF [metallicRoughnessTexture] [occlusionTexture]
- export Standard [_MetallicGlossMap] [_OcclusionMap]

[v0.68.0]

- import [_MetallicGlossMap] [_OcclusionMap]

- export ☐ Standard ☐ _MetallicGlossMap ☐ _OcclusionMap ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Revision #2

Created 27 July 2024 07:00:06 by ☐ ☐ ☐

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