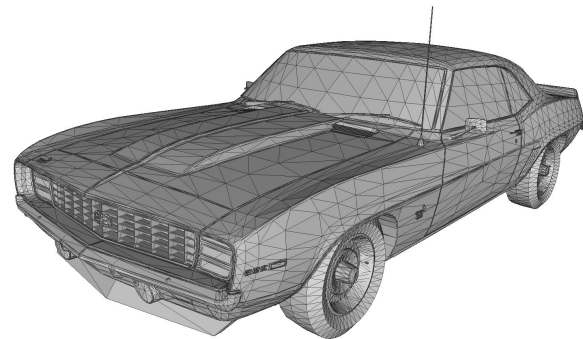


Draco 3D Compression - What's new

What is Draco?



DRACO
3D DATA COMPRESSION



Open-source, royalty-free compression for 3D graphics



- JavaScript, WebAssembly, C++
- Draco extension to glTF 2.0
 - **KHR_draco_mesh_compression**
- Ecosystem Support
 - FBX2gltf, glTF-pipeline, Compressionator
 - Babylon, Three.js, Cesium, ux3d, HiLo

What's new with Draco????

Maya Plugin

Thank You Federico!

<https://github.com/google/draco/tree/master/maya>

KHR_draco_mesh_compression Update

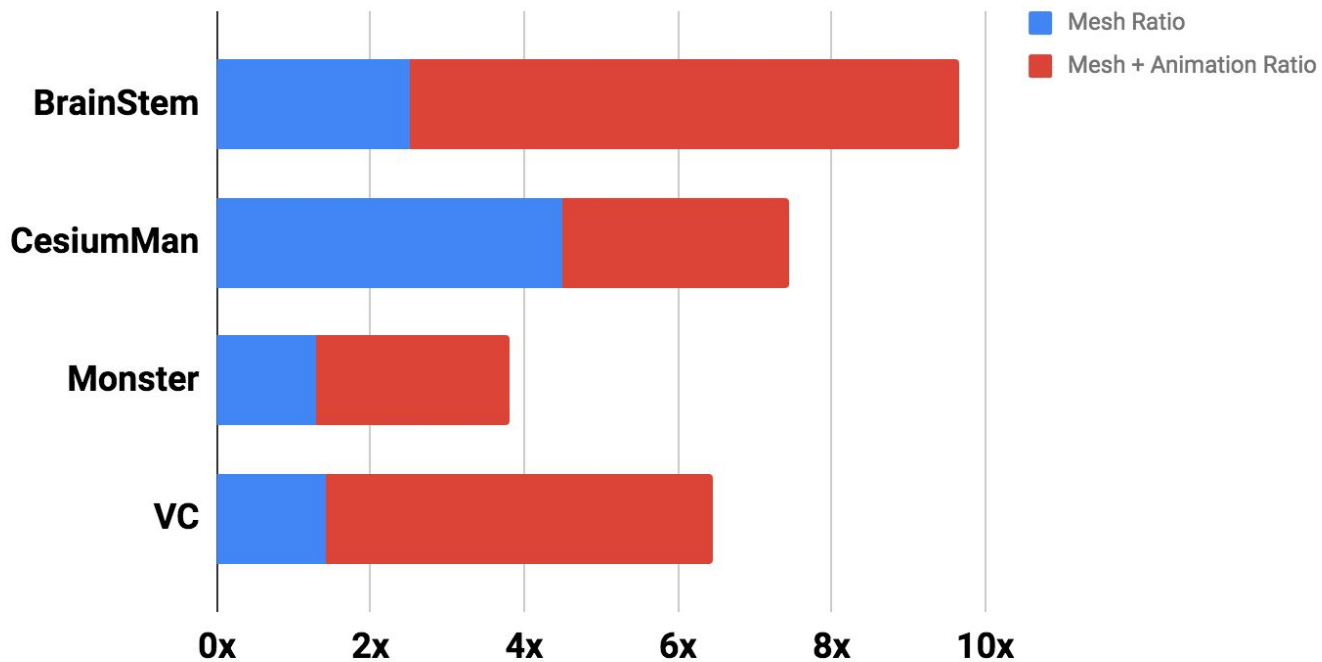
- Better support for mesh decompressed info
 - <https://github.com/AnalyticalGraphicsInc/gltf-pipeline/pull/372>
- Better support for fallback meshes
 - https://github.com/FrankGalligan/gltf-pipeline/tree/rebase_uncompressed_fallback

glTF Animation Compression

- Draco animation extension draft
 - https://github.com/FrankGalligan/glTF/tree/draco_animation_extension_draft/extensions/2.0/Viewer/DRACO_animation_compression
- gltf-pipeline
 - https://github.com/FrankGalligan/gltf-pipeline/tree/add_draco_animation_compression
- three.js
 - https://github.com/FrankGalligan/three.js/tree/add_draco_animation_compression



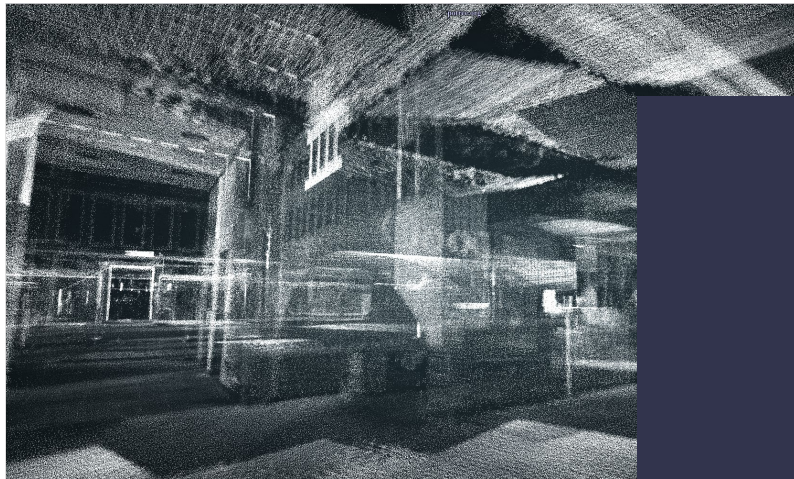
glTF Bin Compression Ratio



```
$ gltf-pipeline -i <in> -d -a -s --draco.compressionLevel 10 --draco.quantizePositionBits 10 --draco.quantizeNormalBits 8 --draco.quantizeTexcoordBits 8 --draco.quantizeColorBits 8 --draco.quantizeGenericBits 10
```


Future additions?

- Morph target compression to glTF
- Point cloud compression to glTF
- SIMD optimizations



Accessing Draco

- github.com/google/draco

The screenshot shows the GitHub repository page for `google/draco`. At the top, there are navigation links for `<> Code`, `Issues 46`, `Pull requests 0`, `Projects 0`, and `Insights`. On the right, there are buttons for `Watch 156`, `Star 1,586`, and `Fork 186`. Below the navigation is a description: "Draco is a library for compressing and decompressing 3D geometric meshes and point clouds. It is intended to improve the storage and transmission of 3D graphics." There are also tags for `point-cloud`, `3d-graphics`, `compression`, and `mesh`. The repository statistics show `94 commits`, `2 branches`, `2 releases`, `15 contributors`, and `Apache-2.0` license. A `Branch: master` dropdown and a `New pull request` button are visible. A `Find file` button and a `Clone or download` button are also present. The commit history table is as follows:

Commit	Description	Time ago
Ondrej Stava	Fixed color loading in our THREE.js example. ...	Latest commit e14955d 9 days ago
cmake	Fix Javascript and Windows builds.	5 months ago
compression	fixed spelling mistakes in comments (#104)	2 months ago
core	Fix build on Android with gnuSTL (#114)	a month ago
docs	Fix inconsistently-named SVG file.	3 months ago
io	Update parser_utils.cc (#106)	2 months ago
javascript	Fixed color loading in our THREE.js example.	9 days ago
mesh	fixed spelling mistakes in comments (#104)	2 months ago
point_cloud	fixed spelling mistakes in comments (#104)	2 months ago
testdata	Version 0.10.0 snapshot	3 months ago
tools	Version 0.10.0 snapshot	3 months ago
AUTHORS	Version 0.9.0 snapshot	7 months ago
CMakeLists.txt	Version 0.10.0 snapshot	3 months ago
CONTRIBUTING.md	Rename CONTRIBUTING to CONTRIBUTING.md	6 months ago
LICENSE	Version 0.9.0 snapshot	7 months ago
Makefile.emcc	Version 0.10.0 snapshot	3 months ago
README.md	Fixing typos in README.md	3 months ago

At the bottom of the screenshot, the `README.md` file is selected.

Thank You

Questions or comments

- draco-3d-discuss@googlegroups.com