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Technologies de l'information — Format de livraison d'actifs 3D d'exécution — Khronos glTF™ 2.0

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Foreword

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT), see www.iso.org/iso/foreword.html. In the IEC, see www.iec.ch/understanding-standards.

This document was prepared by Khronos (as glTF™ 2.0 Specification) and drafted in accordance with its editorial rules. It was adopted, under the JTC 1 PAS procedure, by Joint Technical Committee ISO/IEC JTC 1, *Information technology*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

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Chapter 1. Foreword

Some parts of this Specification are non-normative through being explicitly identified as purely informative, and do not define requirements necessary for compliance and so are outside the Scope of this Specification.

Where this Specification includes normative references to external documents, only the specifically identified sections and functionality of those external documents are in Scope. Requirements defined by external documents not created by Khronos may contain contributions from non-members of Khronos not covered by the Khronos Intellectual Property Rights Policy.

Chapter 2. Introduction

2.1. General

This document, referred to as the “glTF Specification” or just the “Specification” hereafter, describes the glTF file format.

glTF is an API-neutral runtime asset delivery format. glTF bridges the gap between 3D content creation tools and modern graphics applications by providing an efficient, extensible, interoperable format for the transmission and loading of 3D content.

2.2. Document Conventions

The glTF Specification is intended for use by both implementers of the asset exporters or converters (e.g., digital content creation tools) and application developers seeking to import or load glTF assets, forming a basis for interoperability between these parties.

Specification text can address either party; typically, the intended audience can be inferred from context, though some sections are defined to address only one of these parties.

Any requirements, prohibitions, recommendations, or options defined by normative terminology are imposed only on the audience of that text.

2.2.1. Normative Terminology and References

The key words **MUST**, **MUST NOT**, **REQUIRED**, **SHALL**, **SHALL NOT**, **SHOULD**, **SHOULD NOT**, **RECOMMENDED**, **MAY**, and **OPTIONAL** in this document are to be interpreted as described in BCP 14.

These key words are highlighted in the specification for clarity.

References to external documents are considered normative if the Specification uses any of the normative terms defined in this section to refer to them or their requirements, either as a whole or in part.

2.2.2. Informative Language

Some language in the specification is purely informative, intended to give background or suggestions to implementers or developers.

If an entire chapter or section contains only informative language, its title is suffixed with “(Informative)”. If not designated as informative, all chapters, sections, and appendices in this document are normative.

All Notes, Implementation notes, and Examples are purely informative.