

Packaged Content

This folder contains content included with the Python package

The source content is used to create derived content as part of the build process:

- BoomBoxWithAxes.gltf : Create MaterialX document and back to gltf / glb.
- standard_surface_marble_solid.mtlx : Convert to gltf / glb. Includes using baking and shader translation for standard surface shader.
- gltf_test_nondefault_pbr.mtlx : Simple MTLX file with a glTF shader. Converted to gltf / glb.