Physically Based Rendering Solution

Summary

This solution demonstrates Physically Based Rendering (PBR) in CGI Studio done by basic import of GLTF models.

Purpose

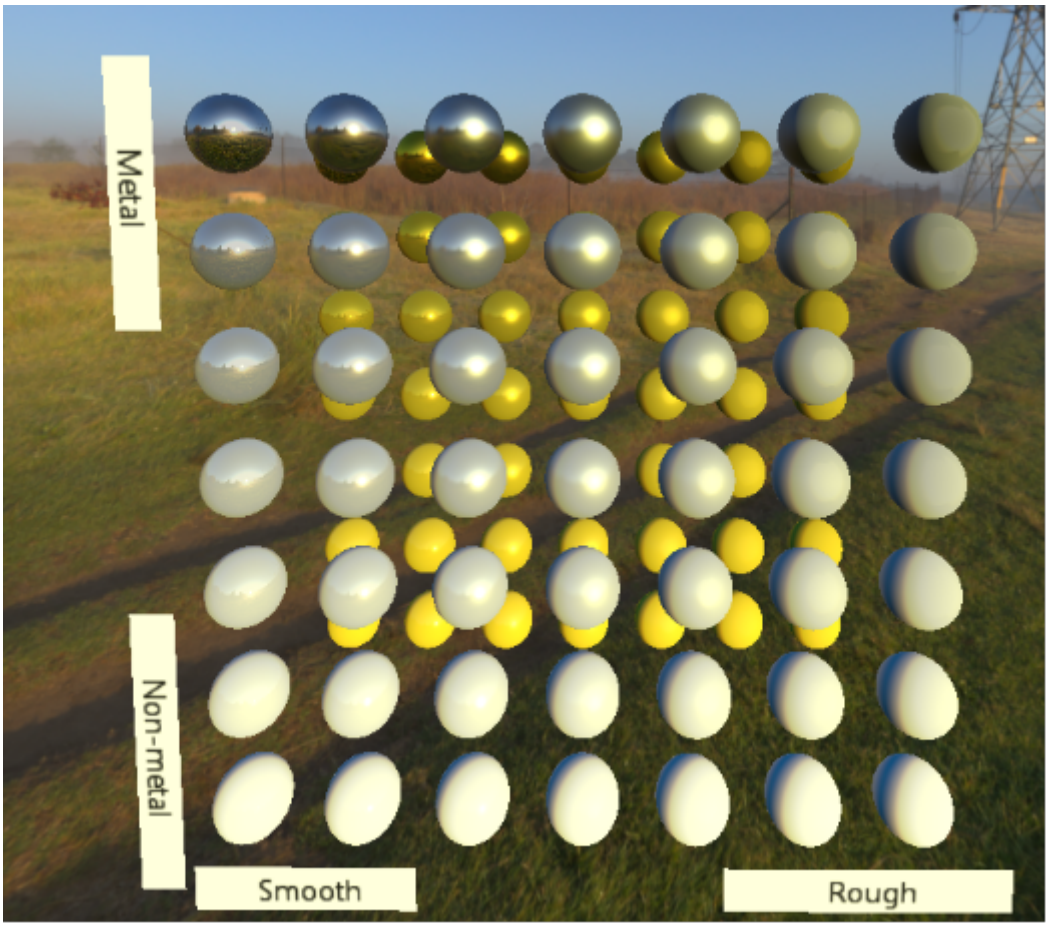
The user can see the result of using PBR and how to integrate GLTF models in a Scene Composer solution.

Description

This Solution features a scene that uses an glTF imported Scene as template.
To better be able to visualize the effects of using PBR, two models and various environments are included that can be changed in the running application.
The first model is the BoomBox, that is also displayed in the Solution Preview.



The second model is a set of spheres with different metallic roughness properties. This Model is included to help visualize how these properties effect the reflection of the environment.



Changing the models and environments is done by using State Machines.

> Please be sure to check the Import glTF Files documentation that provides the necessary information about IBL textures and how to import and manipulate the GLTF models.

Interaction on Host

- **Change Camera View:** Press and hold the Left Mouse Button and start moving the mouse.
- **Switching Environments:** Press and release the Left Mouse Button to change the environment (Skybox and Lighting).
- **Switching Models:** Press the tabulator key to change the displayed model.

Interaction on Target

- **Change Camera View:** Touch the display and move your finger.
- **Switching Environments:** Press and release the Right Mouse Button to change the environment (Skybox and Lighting).
- **Switching Models:** Shake your device to change the displayed model. (Only supported by devices with an accelerometer)

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