

# GLB Export

You are ready to build the first web based AR campaign but you don't know how to get the GLB format for 3D model? No problem, we have a solution ready for you. In the world of 3D modelling, several mainstream formats are available. Some of the most common 3D file formats are:

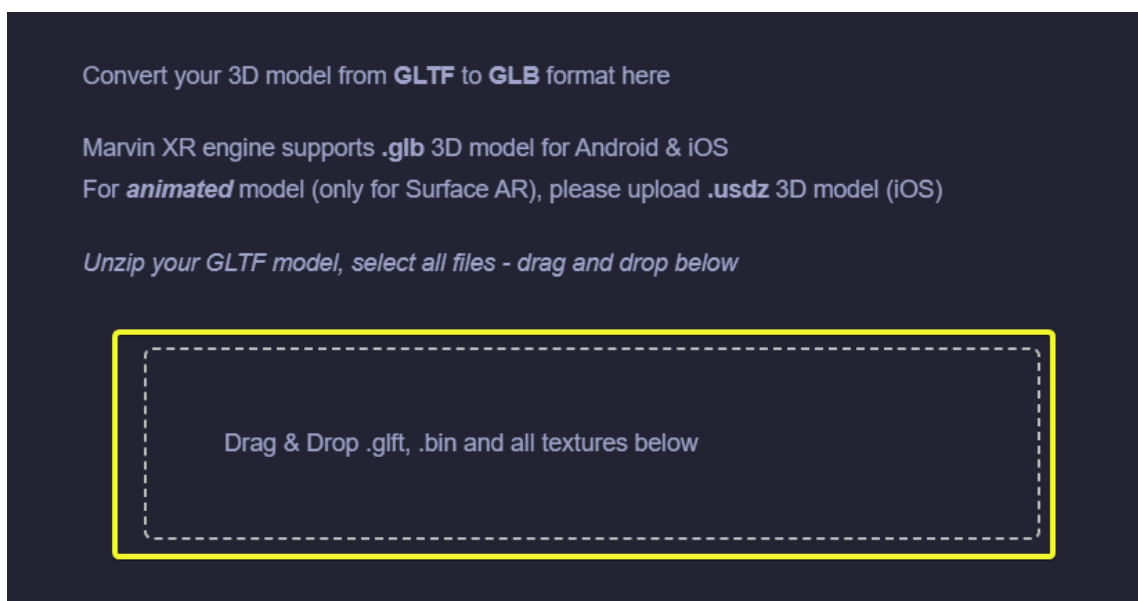
- GLTF
- GLB
- OBJ
- FBX
- USD/USDZ
- STL
- STP
- KOLLADE and many more

Marvin XR accepts **GLB** because **GLB is a file format used for 3D images and scenes**. When you open such a file, you can view the model/scene from all angles and in detail. Like the beloved JPG format used for static images, GLB offers a perfect combination of small file size and relatively decent detail. It may not be as rich in detail as most FBX files, but is **incredibly compact** and contains a range of 3D assets in a **single file** (this is a key component for better WebAR).

This format was created in 2015 and is the younger brother of **GLTF** (Graphics Language Transmission Format). The difference between the two is that **GLB** is a **binary format** while GLTF is based on JSON. Additionally, **GLTF** files are about **33% larger** and **do not include** some of the supporting data found in GLBs (like geometry, textures, and shaders).

Since GLB is comparatively new in the market and GLTF is widely available because of its earlier release, you may face an issue to convert a GLTF into GLB while creating an AR campaign.

Click on **View Details** of an AR campaign and go to **GLB Export** menu.



Convert your 3D model from **GLTF** to **GLB** format here

Marvin XR engine supports **.glb** 3D model for Android & iOS  
For **animated** model (only for Surface AR), please upload **.usdz** 3D model (iOS)

*Unzip your GLTF model, select all files - drag and drop below*

Drag & Drop .glft, .bin and all textures below

Unzip your **GLTF** file within your computer, select all the files inside and then drag and drop them into the above marked area. Your **GLTF** will be immediately converted into **GLB** file and get downloaded automatically.

If .glb does not get downloaded automatically, please click on **Download .glb** button

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*Unzip your GLTF model, select all files - drag and drop below*

Drag & Drop .glft, .bin and all textures below

Download .glb

- license.txt (text/plain) - 676 bytes, last modified: Mon Feb 06 2023 21:10:27 GMT+0100 (Central European Standard Time)
- scene.bin (application/octet-stream) - 329216 bytes, last modified: Mon Feb 06 2023 21:10:27 GMT+0100 (Central European Standard Time)
- scene.glft () - 13646 bytes, last modified: Mon Feb 06 2023 21:10:27 GMT+0100 (Central European Standard Time)
- carbon\_baseColor.png (image/png) - 102627 bytes, last modified: Mon Feb 06 2023 21:10:27 GMT+0100 (Central European Standard Time)

If you want to convert GLB into USDZ format - click here. This is a drag and drop USDZ builder:

Click here and Convert GLB 3D Model into USDZ format.

USDZ format is needed for Surface AR only (if the 3D Model is animated)

**Convert GLB to USDZ Format**

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