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Pivot Transform 1,1,1 .

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UV .

PBR 4K BaseColor ORM Normal.

OpenGL +Y Normal Map.

.gltf .bin .

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.blend .max.

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Box Collider MetaRang Native Studio.

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Aryana-Urban-Bench/ gltf/ Aryana-Urban-Bench.gltf Aryana-Urban-Bench.bin textures/ BaseColor_4096.png ORM_4096.png Normal_4096.png source/ Aryana-Urban-Bench.blend previews/ beauty-render.png wireframe.png uv-checkerboard.png metadata.json .

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UV.

PBR 4K.

GLTF .

Pivot Transform Collider .

UV.

GitHub.

Pull Request.

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GLTF .

4K PBR .

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Native Studio .

UV .

Pull Request .

https://github.com/iranpsc/Model3d-Metaverse-Rang/issues/1

: (Reference & Test Issue) Model3d-Metaverse-Rang
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: 2026.11.15
: 2027.01.20