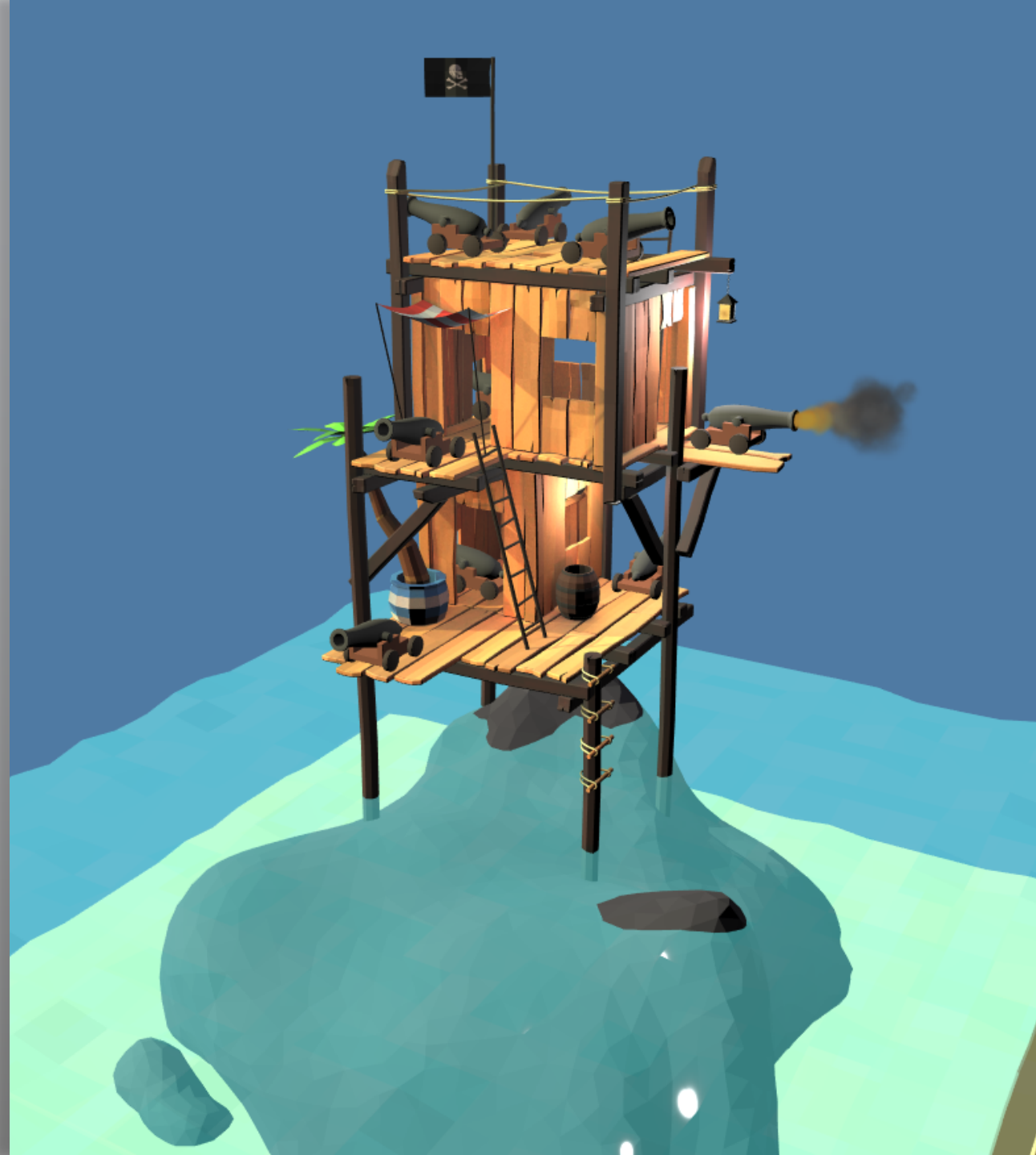# Babylon.js

November 18, 2020

4.2

SIMPLICITY REIMAGINED

Babylon.js 4.2

"Simplicity Reimagined"

Released Thurs. Nov 12th

[Release Blog Post](#)
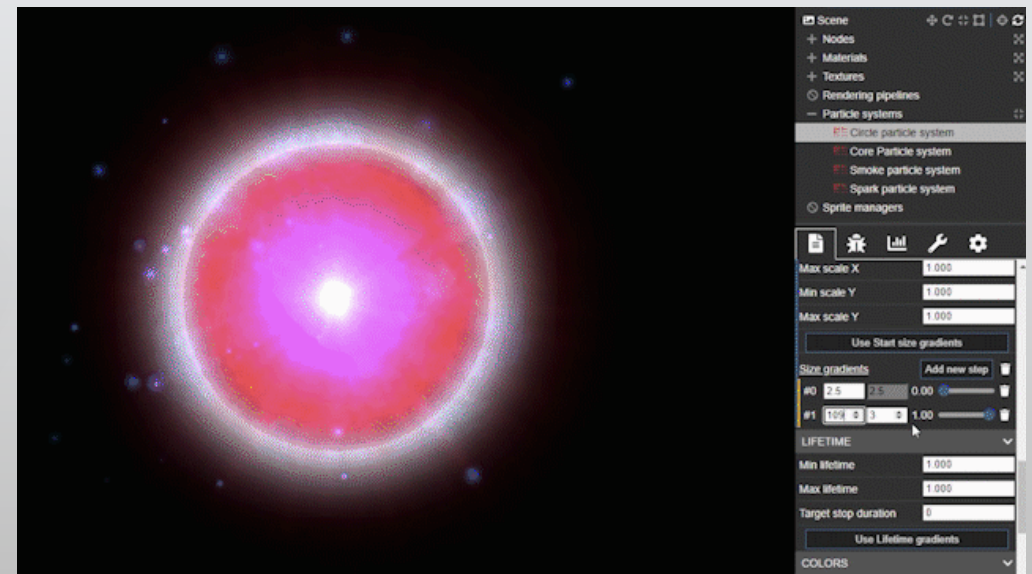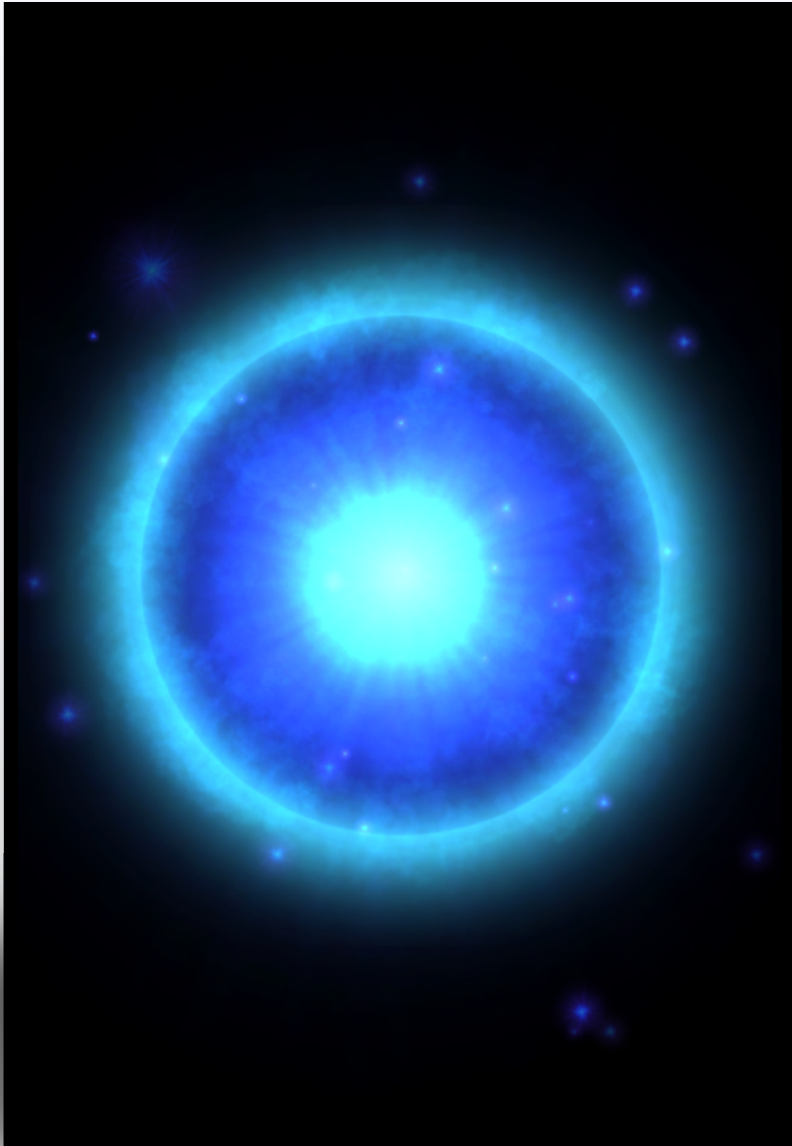
[Release Video](#)

Particle Editor

Built into the Inspector

Right Click to create particles

Dial, tweak, adjust particles inside the inspector

Save to the Babylon.js snippet server

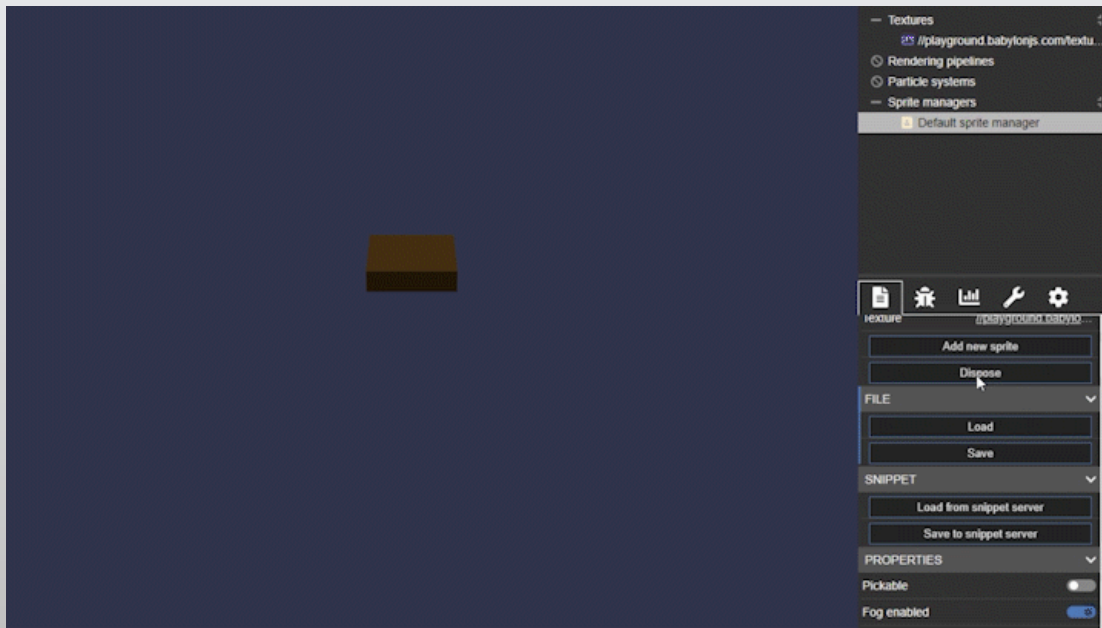Load them into your project with 1 line of code!

Sprite Editor

Built into the Inspector

Right Click to create particles

Dial, tweak, adjust particles inside the inspector

Save to the Babylon.js snippet server

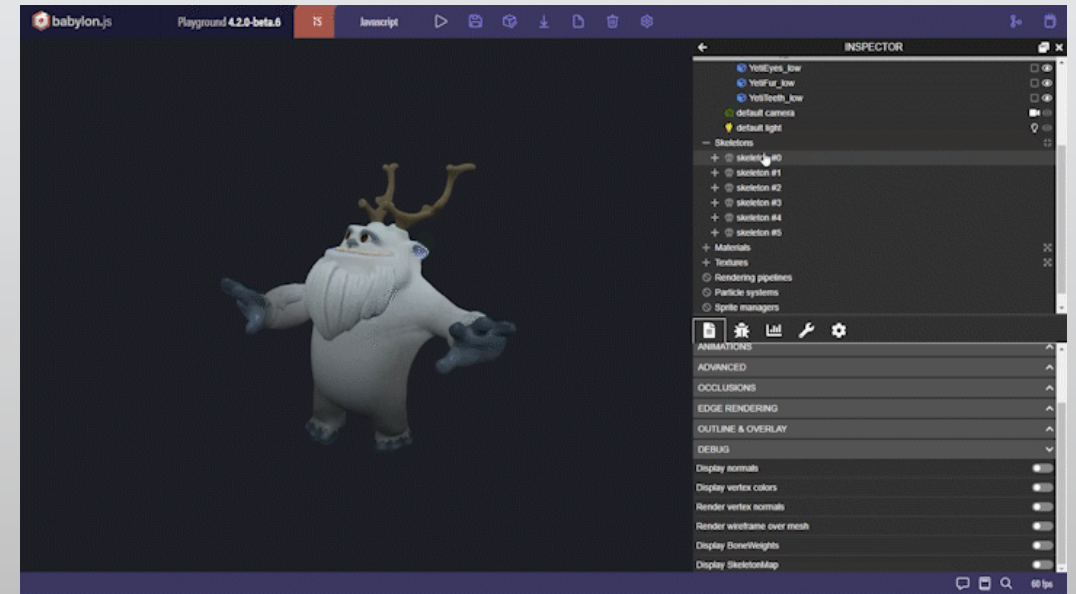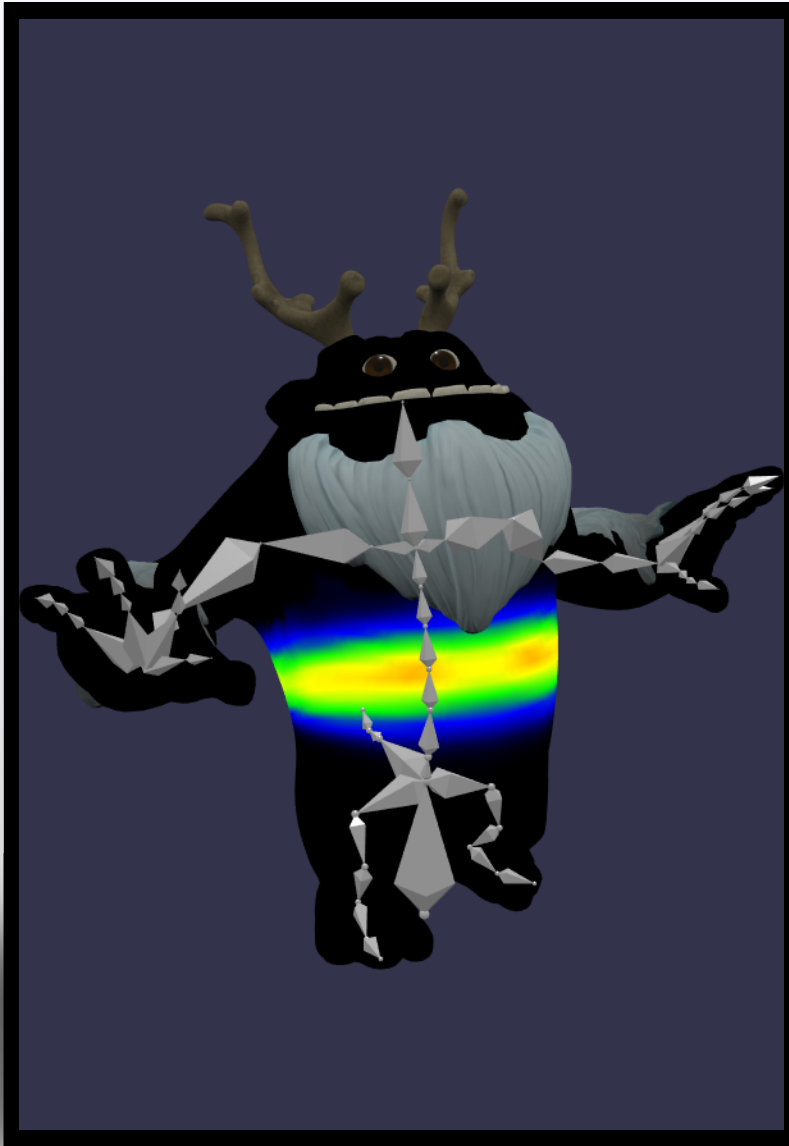Load them into your project with 1 line of code!

Skeleton Viewer

Built into the Inspector

Bone/Joint View

Skin Weight Influence View
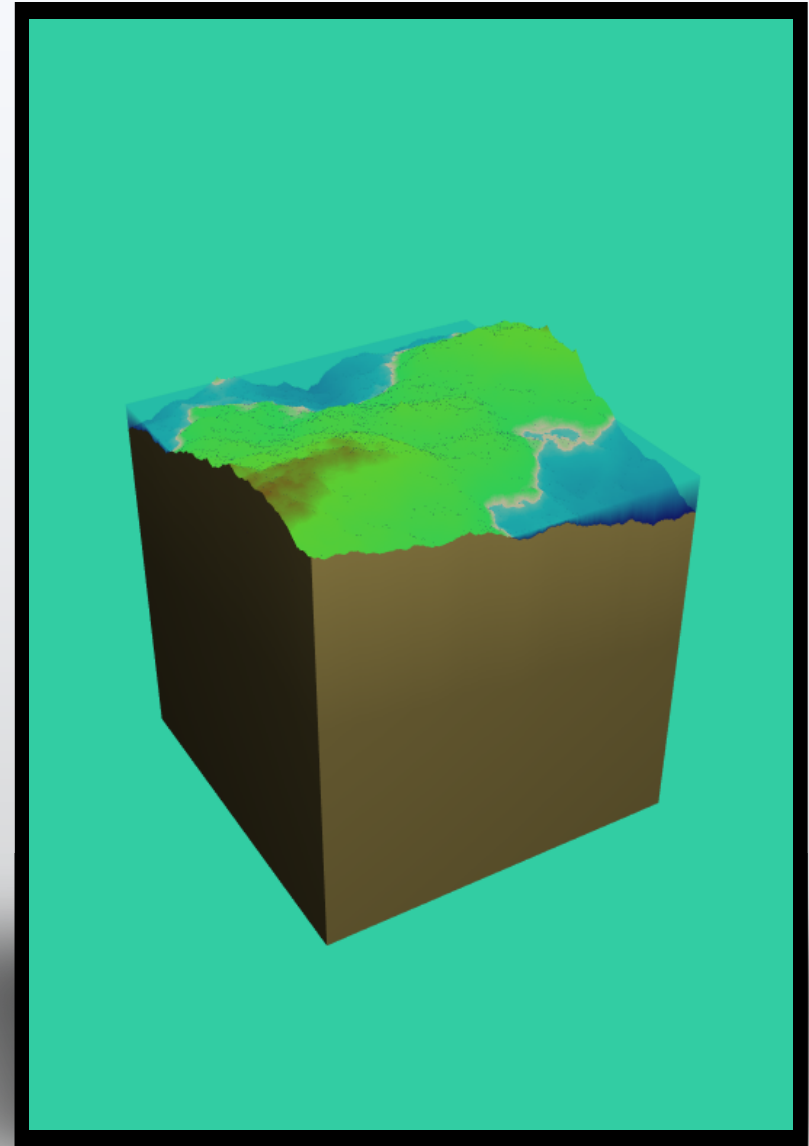
Texture Inspector
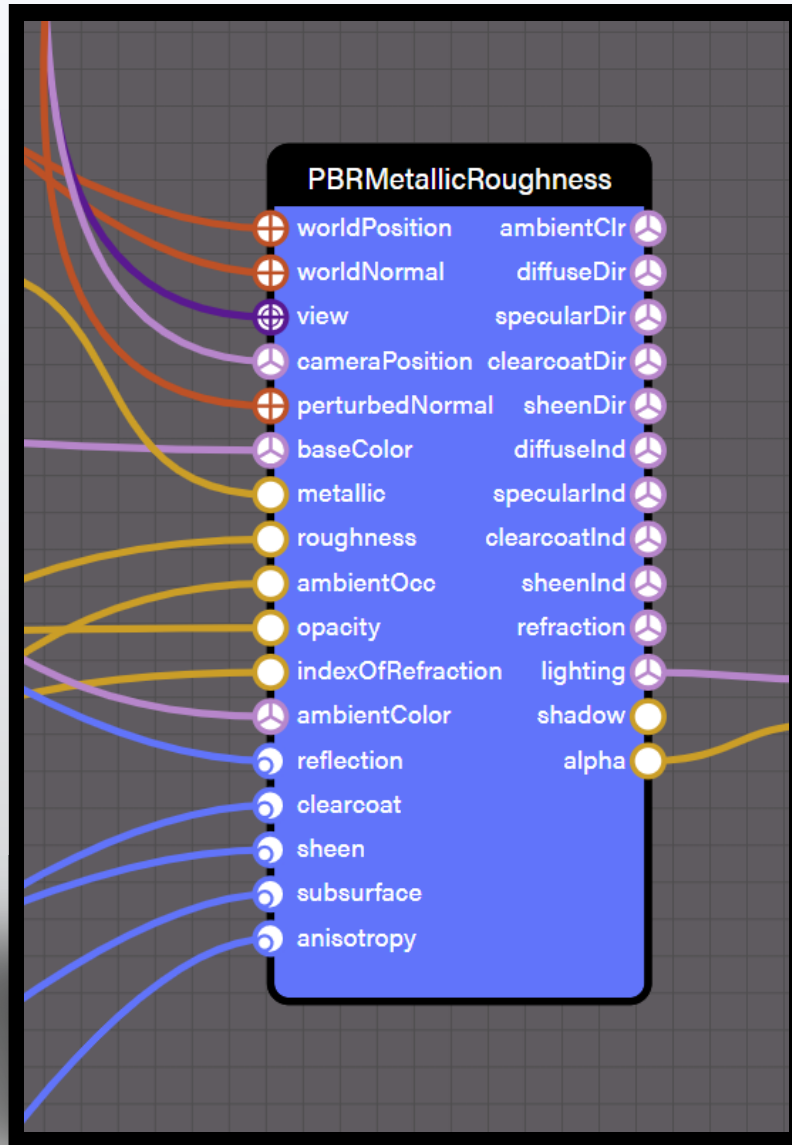
Live connection to the scene

Zoom into pixel level

View individual color channels

Simple markup tools
(brush, selection, flood, color picker)

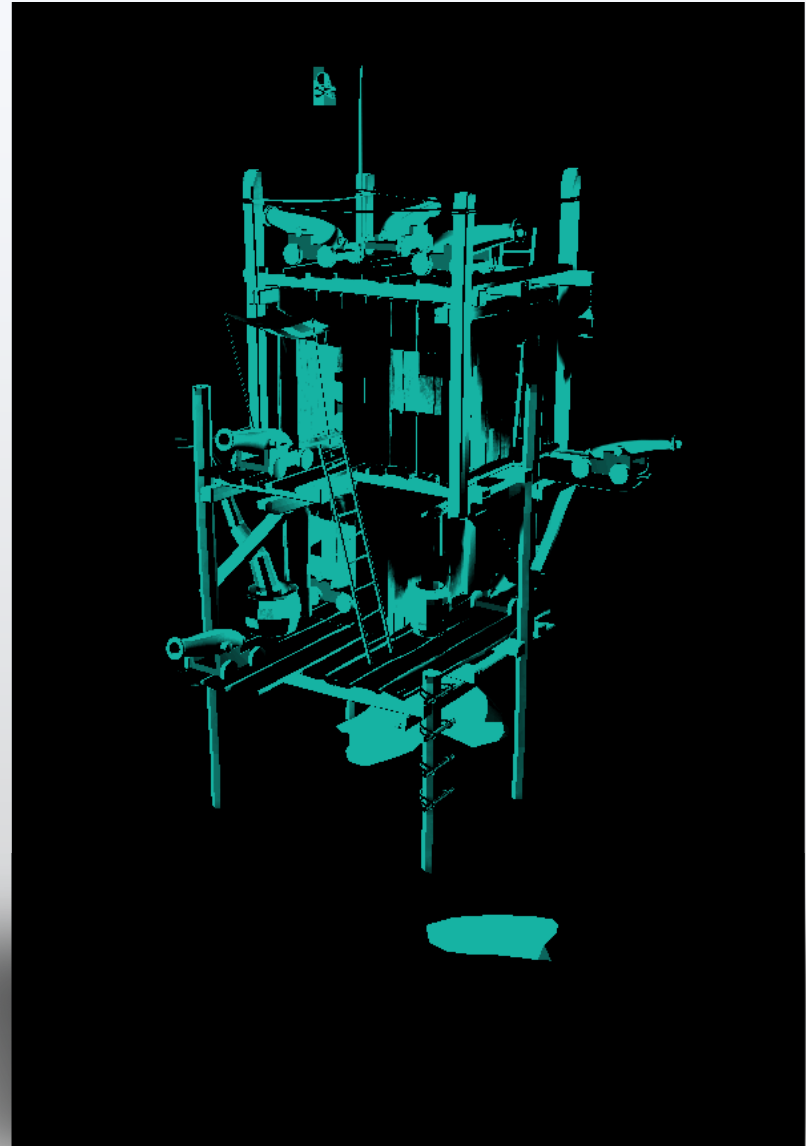View Cube Maps, Mipmaps

Demo Time!

PBR in NME

Full PBR Support!
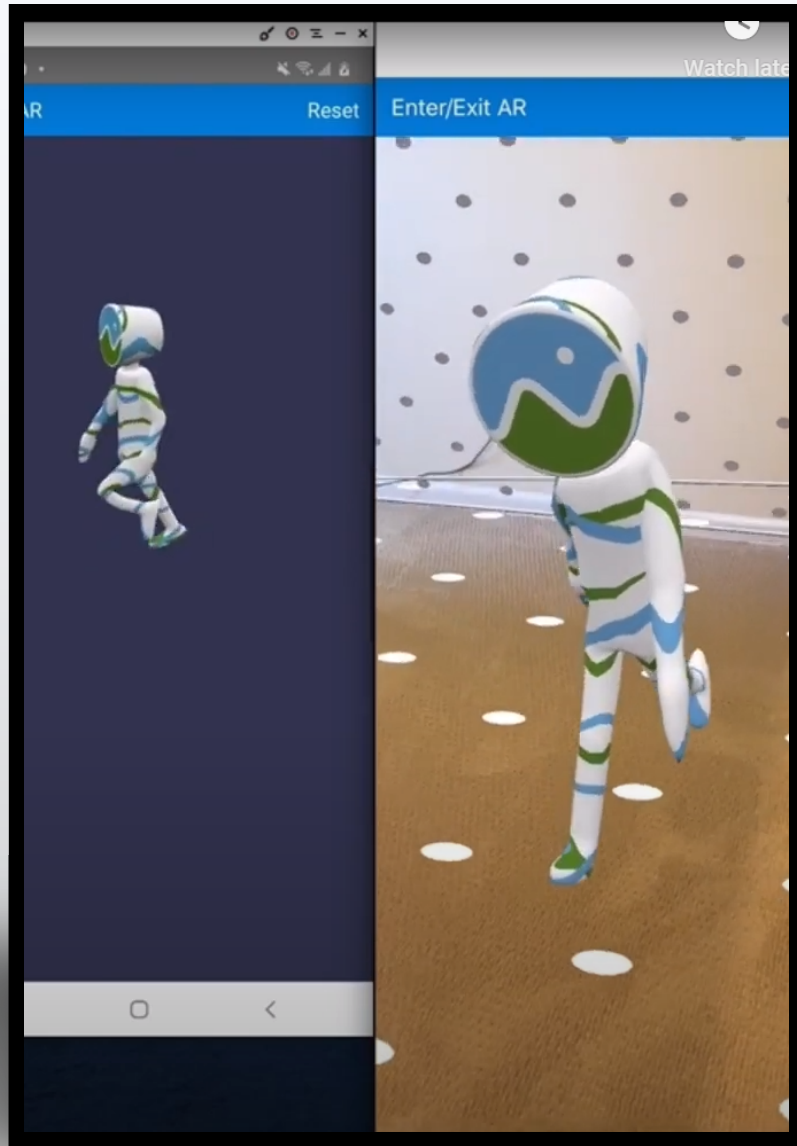
New Node Material Editor Modes

Particle Fragment Shaders

Post Process Effect Shaders

Procedural Textures

Demo Time!

Babylon React Native

React Native + Babylon Native

So Much More

[All New Documentation](#)

[Updated WebXR Support](#)

[KTX +BasisU Support](#)

[Soft Transparent Shadows](#)

[10x Instancing Power](#)

Updated gITF extension support

more

Babylon.js 4.2

[Release Blog Post](#)

[Release Video](#)

T.Hanks