



SIGGRAPH 2017 WebGL BOF

WebGL Working Group
August 2, 2017

WebGL 2.0 is here!

- Ratified by Khronos Board of Promoters on June 30
- Shipping in Firefox and Chrome as of January 2017
- >50% market penetration on desktop per [WebGLStats](#)
- Implementations available today on Windows, Mac, Linux, Android
 - More are coming!

WebGL 2.0 is here!

- Excellent [blog post](#) by Jeff Gilbert and Belén Albeza of Mozilla on the new features
 - Collaboration with PlayCanvas to create [After the Flood](#)
- Excellent collaboration between Jukka Jylänki of Mozilla and Epic Games on [WebAssembly Zen Garden](#) demo
- Unity supporting WebGL 2.0 in HTML5 export path: Christophe Riccio's [Linear Rendering Demo](#) ([download](#))

Thanks to the many contributors

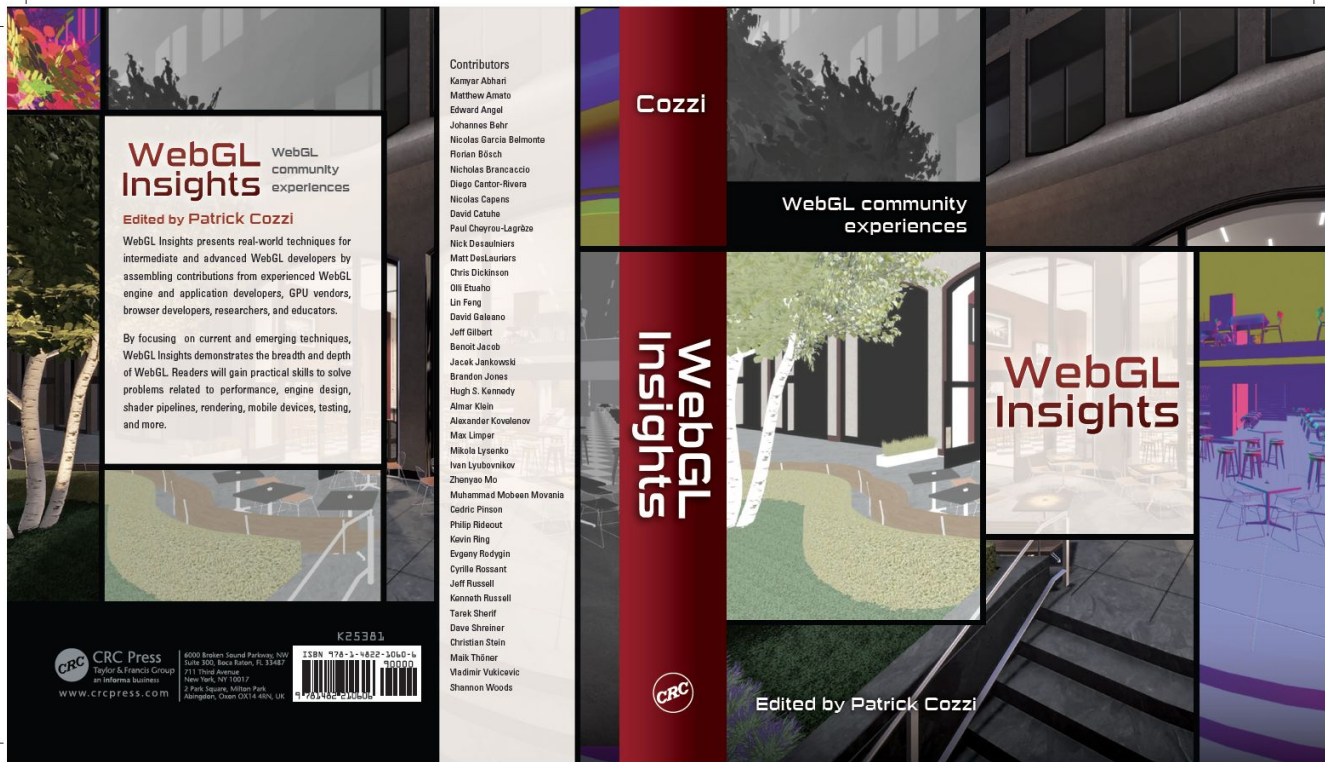
- **ANGLE team:** Geoff Lang, Jamie Madill, Corentin Wallez, Shannon Woods
- **NVIDIA Mobile Graphics Team:** Olli Etuaho, Kimmo Kinnunen, Amal Prabhu, Barthold Lichtenbelt
- **Intel Web GPU Team:** Yunchao He, Qiankun Miao, Yang Gu, Xinghua Cao, Jiawei Shao, Yizhou Jiang, Guanxian Li, Chenglei Ren
- **Firefox team:** Jeff Gilbert
- **Chrome team:** Zhenyao Mo, Kai Ninomiya, Brandon Jones
- **Khronos Group:** Neil Trevett
- **Mobica:** Janusz Sobczak and team
- **Unity:** Jonas Echterhoff, Christophe Riccio, Marco Trivellato
- **WebGL2Samples team:** Patrick Cozzi, Trung Le, Shuai Shao
- **WebGL working group members:** Mark Callow, Rafael Cintron, Dean Jackson
- **...and many more collaborators in the open-source community**
 - Alec Miller, Evgeny Demidov, ...

Speaker Lineup

- **Iñigo Quilez and Pol Jeremias:** ShaderToy
- **Sebastien Vandenberghe, Microsoft:** Babylon.js and SpectorJS
- **Will Eastcott, PlayCanvas:** After the Flood
- **Zhenyao Mo, Google:** iframe-to- texture
- **Tarek Sherif, Biodigital:** picogl.js
- **Ricardo Cabello:** Three.js
- **Cedric Pinson:** Sketchfab
- **Diego Marcos and Fernando Serrano, Mozilla:** A-Frame
- **Shaojing Li and Ib Green, Uber:** deck.gl

Other Demos to Peruse Later

- [Plus360Degrees' Car Rendering](#) demos
- [Make Me Pulse](#)'s demos:
 - [Valerian The Movie](#) ([article](#))
 - [For Honor: Scars](#) ([article](#))
- Jeff Palmer's [animation system demo](#)
- WebGL Aquarium [in WebVR!](#)



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Cozzi

WebGL community experiences

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