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!
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- 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](#)!
Now free online!!!

webgl insights.com

23 chapters on advanced WebGL by 42 contributors