WebGL and html5 as a game platform

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Spot the Scandinavians!

StatCounter Global Stats
Top 5 Browsers from Jul 10 to Jul 11
Mobile browser

StatCounter Global Stats
Top 9 Mobile Browsers from Jul 10 to Jul 11

[Graph showing trends in mobile browser usage from August 2010 to July 2011]

Samsung - 1.88% - Mar 2011

[Logo of Opera Software]
html5 game development
Platformer ported to WebGL and html5

Ember Wind HTML5
The value of creating content with your own technology

- Assesses the "readiness" of a technology
- Gives the development community examples and inspiration
- Catches bugs in Opera and other browsers early.
Live Emberwind html5 demo
Packed texture atlas
Canvas 2d vs WebGL for 2d games

- Higher entry barrier with WebGL.
- Greater flexibility allows for more optimizations.
Games on html5 and WebGL today?

• Absolutely!
Upcoming 3d WebGL demo at dev.opera.com.
Thank you!

- Emberwind at github: https://github.com/operasoftware/Emberwind/
- Live demo at github: http://operasoftware.github.com/Emberwind/
- Follow me on twitter @erikjmoller
- My blog http://my.opera.com/emoller/blog/