

# WebGL: Survey, Status and Futures

Ken Russell, Google

Guest Lecture in Computer Graphics at the University of Pennsylvania

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WebGL exposes the OpenGL ES API to the web and delivers "write once, run everywhere" high-performance GPU accelerated graphics to millions of devices, across every major web browser. As developers have worked within the constraints of WebGL's current feature set, they have discovered clever ways to bring advanced techniques to the web. This talk will survey some recent developments in the WebGL ecosystem, give a status update on the specification and implementations, and discuss what's coming next.

## Ken Russell

Ken Russell is a software engineer on Chrome's GPU team at Google Inc., and currently serves as the chair of the WebGL working group within the Khronos organization. He holds a Bachelor of Science in Electrical Engineering and Computer Science from the Massachusetts Institute of Technology and a Master of Science in Media Arts and Sciences from the MIT Media Lab.

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