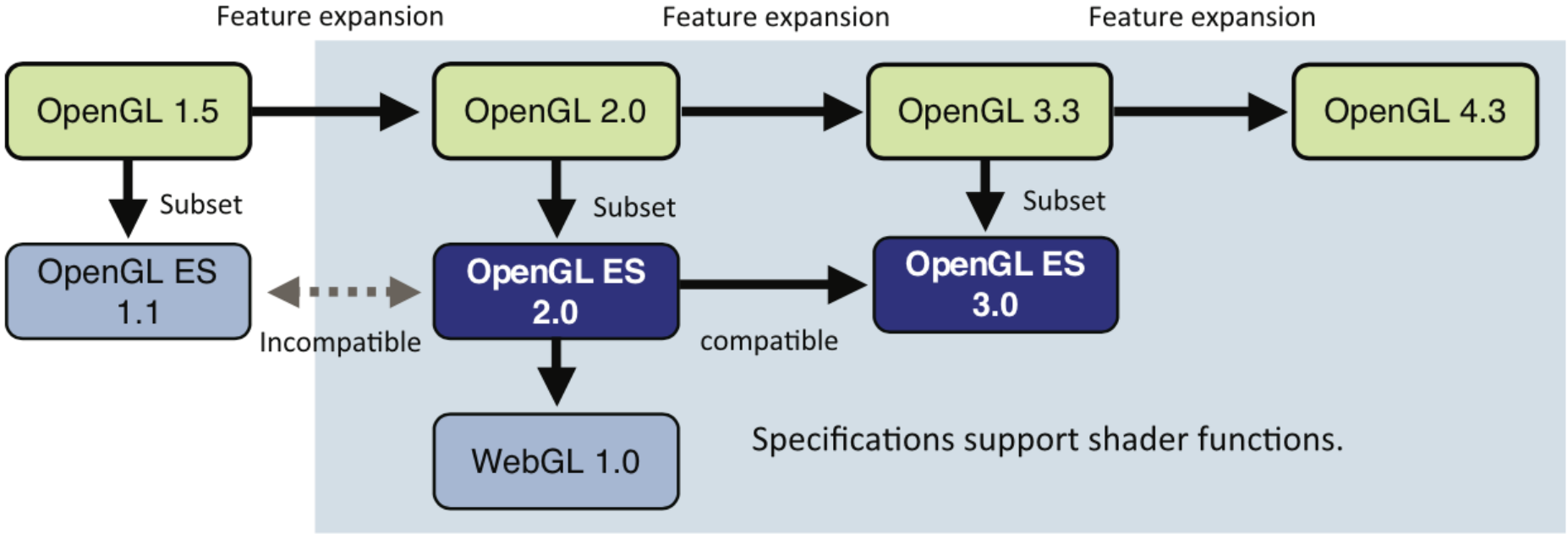
WebGL

Michael Sills

The History


Feature expansion
Feature expansion
Feature expansion
OpenGL 1.5
OpenGL 2.0
OpenGL 3.3
OpenGL 4.3
Subset
Subset
Subset
OpenGL ES 1.1
OpenGL ES 2.0
OpenGL ES 3.0
Incompatible
compatible
WebGL 1.0
Specifications support shader functions.

What is it good for

Earth’s CO2 Levels
http://co2.digitalcartography.org/

Radio Station Map
http://radio.garden/live/limatambo/radio-tropical-limatambo-98-9-fm/

Economic Trade
http://globe.cid.harvard.edu/?mode=gridSphere&id=CN#

The Problems with WebGL

- Is a Javascript API for GLSL (based on C/C++)
- WebGL has a very steep learning curve
- Uses the GPU, which means that your program’s performance will vary significantly between machines
- Potentially has security risks