

The Bleeding Edge of Open Web Tech

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Notes & Links: goo.gl/RbJOX

Intro

Hey, I'm Vince

Console games -> Gamebryo -> Chrome

Intro

Open Web Tech?

Pros of Open Tech

Intro

The Bleeding Edge

Intro

Overview

[Performance, Graphics, Networking, Audio,
Controls, Misc, Languages, Out There]
Apps & Stores, Browsers

Takeaway

SKiD Racer

JavaScript, WebGL, Web Audio

Performance

Web Workers

Performance

postMessage()

Performance

Matrix4x4

Performance

JavaScript

Incremental Garbage Collection
Type Inference

Performance

Typed Array

Performance

Performance

Intel Rivertrail

Graphics

Request Animation Frame

Fullscreen

WebGL

Recent

Graphics

WebGL

Soon

Graphics

WebGL

Later

Graphics

EVE Ship Viewer

WebGL Demo

Networking

Web Sockets

WebRTC

Basics

WebRTC

Data API

WebRTC

getUserMedia()

Audio

<audio>

Audio

Audio Data API

Mozilla experiment

Audio

Web Audio API

Recent

Audio

Web Audio API

Speculation

Audio

Web Audio API

Demos

MediaStream Processing API

Mozilla proposal

Audio

Audio

MediaController

Controls

Pointer Lock

Mouse Lock

Gamepad

Misc

Misc

Page Visibility

IndexDB

Misc

Languages

LLVM

Emscripten & Mandreel

GT Racing Motor Academy

Mandreel iOS Port Demo

Languages

PlayN

Languages

Native Client

AirMech

Native Client Demo

Out There

Out There

Device Discovery

Performance Query

Out There

Better Time

Out There

Out There

Keyboard Lock

Out There

Orientation Lock

Apps & Stores

Windows 8 Store

Mozilla App Marketplace & WebRT

Apps & Stores

Browsers

Desktop Share

IE, Chrome, Firefox

source: statcounter.com

Browsers

Mobile Share

Opera, Android, Safari

source: statcounter.com

Mobile News

Firefox Beta

Chrome Beta

IE10

Browsers

Wrap Up!

Wrap Up!

Participate

W3C Games Group

Wrap Up!

Thanks!

scheib.net

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