

# WebGL: 3D Graphics for the Web

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**Google, Inc.**

Where: Jakob-Haringer-Str. 2, Room T01

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WebGL brings 3D graphics support directly in to the web page with no plug-ins or add-ons, making it easy for millions of people to download and interact with advanced graphics. WebGL is an API for the JavaScript language, and the dynamic nature of JavaScript presents particular problems for achieving high performance. This talk will demonstrate some of the capabilities of WebGL, and discuss some of the solutions to date for achieving good performance.

*Kenneth Russell is a software engineer on the Chrome web browser team at Google, Inc., and is serving as the chair of the WebGL working group in the Khronos Group. Prior to joining Google, Ken worked at Sun Microsystems, Inc. for over ten years, initiating the Java Binding to the OpenGL API project, and making contributions to many areas of the Java platform. 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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