



SIGGRAPH 2006 BOF

Jon Leech

OpenGL ARB Secretary

ARB Status

- **Released OpenGL 2.1 & GLSL 1.20**
 - Pixel Buffer Objects
 - Non-square uniform matrix support (`glUniformMatrix2x3fv()` etc.)
 - sRGB Textures
 - New shading language features
- **OpenGL on Windows Vista support solved**
- **Working Groups busy with new object model**
 - To be used for all new ARB-approved OpenGL features
 - Transition path to “OpenGL 3.0”
 - Making sure we have this *right* is what's holding up ARB FBO, sync object, etc. specs
- **New Ecosystem Working Group - docs, SDKs, etc.**
- **gDEDebugger Academic Program**
- **ARB transition to Khronos**



ARB -> Khronos Transition

- **Desktop OpenGL & OpenGL ES can work more closely**
 - Keep APIs close together - reconverge in “OpenGL 3.0”?
 - Work under uniform IP policies
 - Work with other Khronos APIs - Collada (interchange), OpenKODE (EGL), OpenVG (2D), etc.
 - Share admin / developer / documentation resources
- **ARB and Khronos processes are very similar**
 - Some relabelling - “ARB Secretary” -> “OpenGL Working Group Chair”, “ARB WG Chair” -> “Sub-WG Chair”
- **Khronos has agreed to “catch”**
- **ARB is in the process of “throwing”**
 - Step by step handover of Specifications, Working Groups, documentation, Website, budget, etc.
- **Expect to complete transition by October 2006**



Agenda

- **OpenGL on Windows Vista (Neil Trevett)**
- **“OpenGL 3.0” Status (Benj Lipchak)**
- **New Object Model (Michael Gold)**
- **Ecosystem WG (Benj)**
- **gDEBugger Academic Program (Avi Shapira)**
- **Superbuffers WG (Barthold Lichtenbelt)**
- **OpenGL Shading Language WG (Bill Licea-Kane)**
- **Async WG (Barthold)**
- **OpenGL ES & Khronos update (Neil)**
- **Upcoming NVIDIA Extensions (Barthold)**
- **Trivia Quiz in between speakers (Barthold)**
- **Open Q&A**

