WebGL

Current Status

* **Conform to 1.0.1 and 1.0.2 Khronos test suite**

* **Most common extensions are implemented:**
    * **Floating point textures**
    * **Instanced draw**
    * **Vertex Array Objects**
    * **Compressed textures**

Things to do

- ★ **Performance**
- ★ **Security**
- ★ **Features (WebGL2)**
- ★ **Clean up**

Performance

* ★ **Profile demos to see where we are slow**

* ★ **drawElements validation**

* ★ **Compiled shader cache**

Security

- ★ **We need fuzzers**
  - ★ **GLSL**
  - ★ **API**
- ★ **Review our validation tests**

WebGL 2

- ★ **Ultimate goal: WebGL 2**
- ★ **Start with extensions**
  - ★ **Compressed texture S3TC**
  - ★ **Timer Query objects**
  - ★ **Shader texture LOD**
- ★ **Then refactor the Rendering Context**
- ★ **Shader validator**

Clean Up

- ★ **Better interface to ANGLE**

- ★ **Reduce the number of backends**

- ★ **Goal: Use ANGLE as the GL backend?**