HTML5 and Augmented Reality

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HTML5

• What is «HTML5»?
  – A marketing buzz word comprising «everything»:
    • HTML5, CSS3, Device APIs, WebGL, …

• What is HTML5?
  – The W3C HTML5 specification
  – Identical to the WHATWG HTML spec (for now)

• What is «HTML»?
  – A «Living Standard»
  – Web Applications 1.0
AR-related web standards

• Device access
  – `<device>` element (WHATWG Web Applications 1.0)
  – Geolocation API (W3C Geolocation wg)
  – Device Orientation Events (W3C Geolocation wg)

• Presentation, content
  – HTML(5) (W3C HTML wg, WHATWG HTML)
  – CSS (W3C CSS wg)
  – WebGL (Khronos WebGL wg)

• Data formats
  – W3C POI wg
W3C DAP and WAC

- DAP = Device APIs and Policy wg
  - New scope (charter) being discussed
- WAC = Wholesale Applications Community
  - Operator initiative (prev. JIL, Bondi)
  - Widget Runtime => Standalone, installable web apps
  - Different API specs
    - WAC 1.0 (camera, accelerometer)
    - WAC 2.0 (orientation)
  - www.wacapps.net