

# WebGL on Mobile Devices

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**Abstract**—The abstract goes here, e.g. <http://www.phdcomics.com/comics/archive.php?comid=1121>.

**Index Terms**—WebGL, mobile computing, teleseminar.



## 1 INTRODUCTION

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## 2 BACKGROUND

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#### 2.1.1 Subsubsection Heading Here

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## 3 IMPLEMENTATION

<http://www.phdcomics.com/comics/archive.php?comid=1476>.

## 4 EVALUATION

## 5 CONCLUSION

The conclusion goes here.

## APPENDIX A

Appendix one text goes here.

## APPENDIX B

Appendix two text goes here.

## REFERENCES

- [1] D. Golubovic, G. Miljkovic, S. Miucin, Z. Kaprocki, and V. Velisavljev, "Webgl implemenation in webkit based web browser on android platform," in *Telecommunications Forum (TELFOR)*, 2011, pp. 1139–1142.
- [2] T. Olsson and M. Salo, "Online user survey on current mobile augmented reality applications," in *10th IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, October 2011, pp. 75–84.

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Submitted just before April 23, 2012.