Paladin 3D GAMING ON THE OPEN WEB



mzl.la/mozpaladin

Overview

- •What's Paladin?
- What we're working on:

 Gladius engine
 Web APIs

 Experiments
- •What's next

It started with demos...



Flight of the Navigator

http://mzl.la/fotn-ff

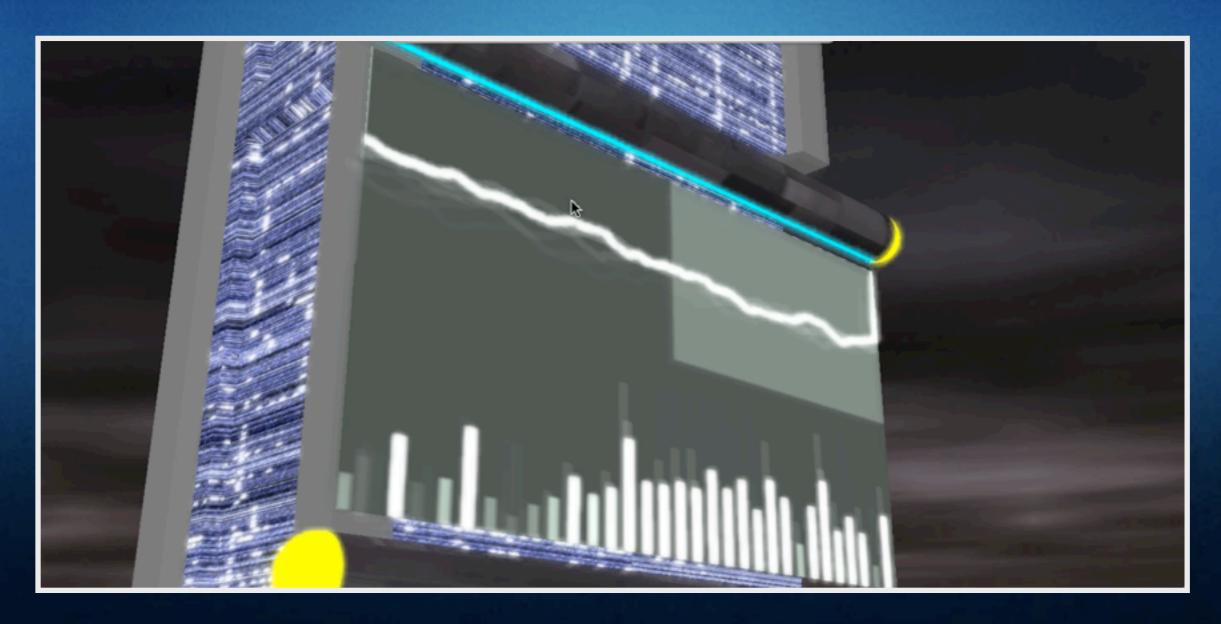
It started with demos...



Flight of the Navigator

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It started with demos...



Flight of the Navigator

http://mzl.la/fotn-ff

Demos push the web forward...

- Firefox Audio Data API
- •WebGL
- Emscripten
- •JS enhancements
- Processing.js, Popcorn.js

Games can push the web further.

What is Paladin?

mozila FOUNDATION

mozilla Lais

- weaponize the web platform for 3D gaming
- •collaborating on tools, libraries and open standards

GLADIUS

•An open source, community-developed 3D game engine.



GLADIUS UNDER THE HOOD

- JS and HTML5
- CubicVR.js, ammo.js
- asset management (async, workers)
- modern game engine design



CUBICVR.JS

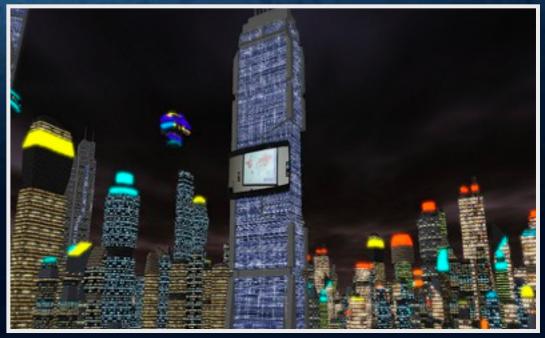
- written by C.J. Cliffe
- JS WebGL 3D Engine
- Used for multiple projects:

 Flight of the Navigator
 No Comply
 Gladius





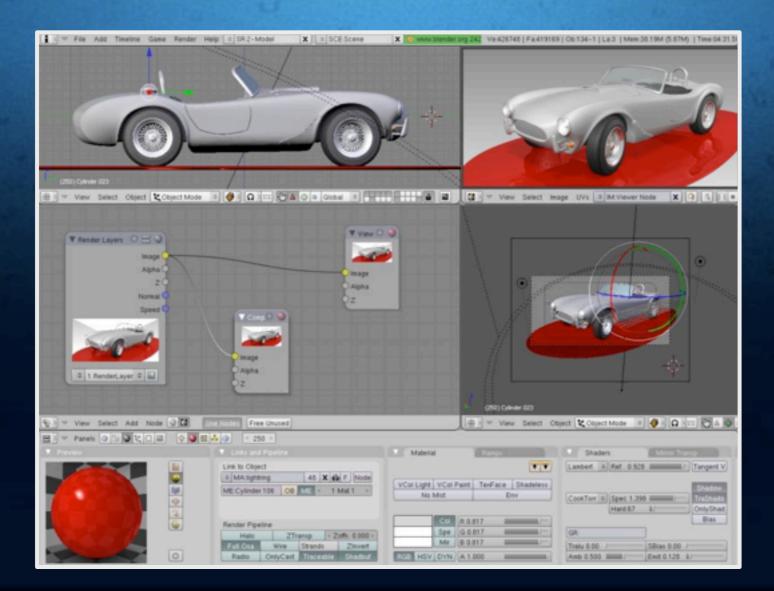
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Flight of the Navigator

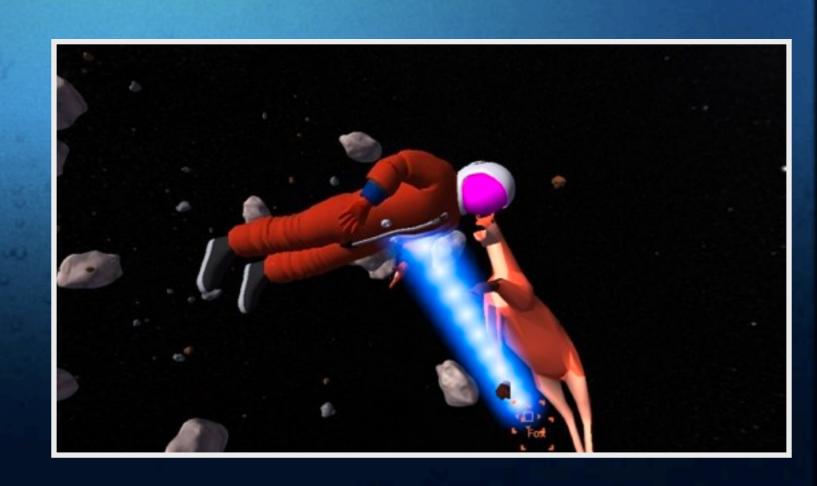
ASSET PIPELINE

- •use Blender for modeling/animation
- COLLADA export (xml/json)
- •free, open, standardized, easy



RescueFox: The Value of a Prototype

- Our first game
- Quick n' dirty
- Cubic VR. js
- •ammo.js



Experiment Learn Weaponize

Are We Fun Yet? http://mzl.la/arewefunyet

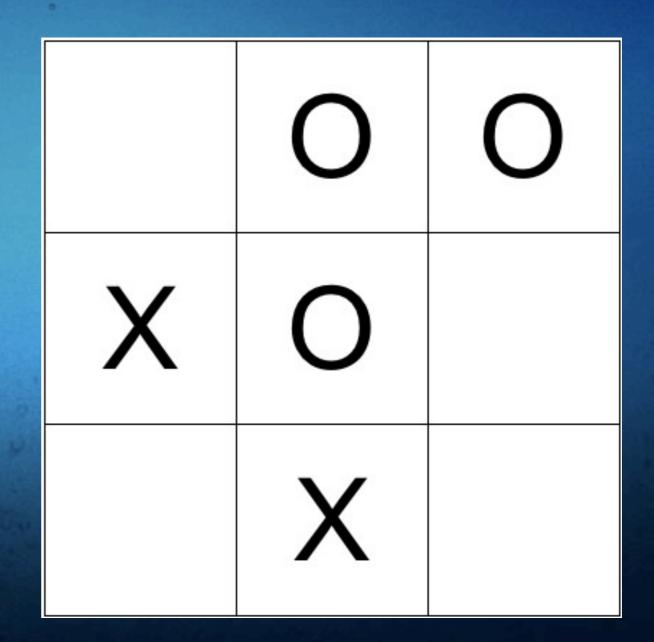
Gamepad support

- •HTML5 API spec for gamepad support
- Experimental Firefox implementation ohttp://mzl.la/mozgamepad
- •input.js
 oJon Buckley



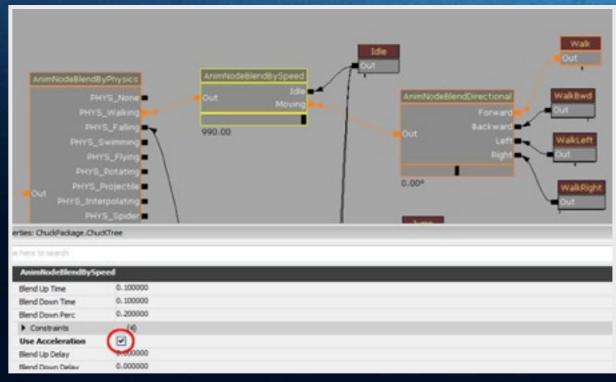
Browser ID

- Decentralized identity
- Roll your own
- Save and load



What's next

- Gladius o.1 and beyond
- More demo games
- Mouse-lock API (W₃C as of Monday)
- Node editor for animations/compositing







UDK Nodal Animation Editor

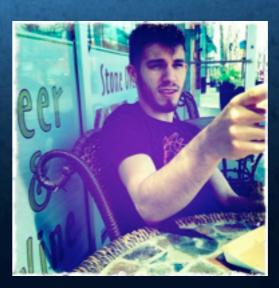
Doom circa 1993

Getting involved

https://wiki.mozilla.org/Paladin #paladin on irc.mozilla.org paladin-dev on Google Groups



Alan Kligman @alankligman



Bobby Richter @secretrobotron

Questions?