3D for the Web
- Real-time apps and games in-browser
- Efficiently delivering runtime 3D assets
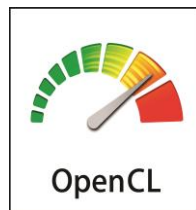
COLLADA.
WebGL.
glTF.
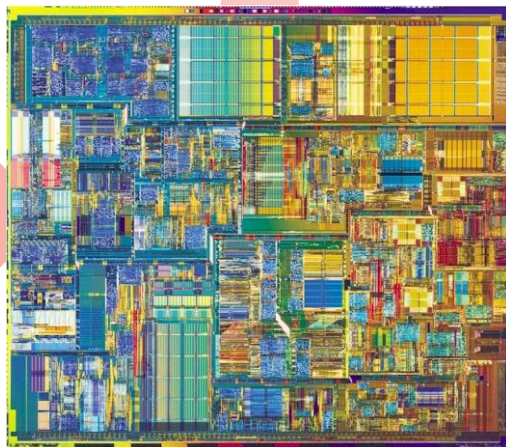
Vision and Neural Networks
- Tracking and odometry
- Scene analysis/understanding
- Neural Network inferencing

NNEF
OpenVX

Parallel Computation
- Machine Learning acceleration
- Embedded vision processing
- High Performance Computing (HPC)

OpenCL

SPIR
SYCL

OpenGL|SC.
OpenVG.
Vulkan.
OpenGL|ES.
OpenGL.
OpenXR.

Real-time 2D/3D
- Virtual and Augmented Reality
- Cross-platform gaming and UI
- CG Visual Effects
- CAD and Product Design
- Safety-critical displays