

Vectors of Neglect

W3C Breakout Day

26 March 2025

Deep Roots

Work started (officially) in 1999

First W3C Recommendation: September 2001

First browser support: February 2004

Interest

Popular in web design

Consistently a top developer pain point

Common StackOverflow question topic

Inertia

[W3C home](#) > [Mailing lists](#) > [Public](#) > [public-svg-wg@w3.org](#)

public-svg-wg@w3.org from January to March 2025 by date

4 messages: Starting Monday, 20 January 2025 09:17:16 UTC, Ending Monday, 24 March 2025 08:17:00 UTC

Sort by: [thread](#) | [author](#) | date | [subject](#)

Mail actions: [mail a new topic](#)

Help: [how to use the archives](#) | [search the archives](#)

- Monday, 24 March 2025
 - [Re: \[SVG WG\] Resources and WG activities](#) Carine Bournez
- Thursday, 20 March 2025
 - [Re: \[SVG WG\] Resources and WG activities](#) Karl Dubost
- Tuesday, 18 March 2025
 - [\[SVG WG\] Resources and WG activities](#) Carine Bournez
- Monday, 20 January 2025
 - [Question](#) Jürgen Purtz

Last message date: Monday, 24 March 2025 08:17:00 UTC

4 messages; sort by: [thread](#) | [author](#) | date | [subject](#)

Inaction

✓ Closed SVG #821



wpt-interop on Feb 13

Member ...

Thank you for proposing SVG for inclusion in Interop 2025.

We wanted to let you know that this proposal was not selected to be part of Interop this year.

On behalf of the entire Interop team, thank you for submitting this proposal for consideration. We got many more proposals than we could include in this year's project, necessitating some difficult choices. Please note this should not be taken as a comment on the technology as a whole, or our willingness to consider it for Interop in the future. We appreciate the work you put into your proposal, and would welcome your participation in future rounds of Interop.

For an overview of our process, see [proposal selection](#). Thank you again for contributing to Interop 2025.

Posted on behalf of the Interop team.



Investment



WPE

[Home](#)

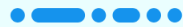
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Update on the Layer Based SVG Engine (LBSE) in WebKit



21 May 2024

This blog entry gives an update on what we at [Igalia](#) have done on upstreaming and development of LBSE in WebKit in the last seven months. For an explanation of what LBSE is and how it is related to WPE, see this [previous entry](#) as a refresher.

Thanks to generous funding by [Wix](#), which extensively uses SVG in their products and has a broad knowledge of the SVG peculiarities across browser engines, LBSE has made great progress in the past seven months. During this period, several advanced SVG painting features were implemented (e.g. clip-paths, masks, gradients, patterns), along with important performance improvements that expanded the new engine's capabilities.



Alternatives

Billionaire donors?

A collective?

Grants?

What Can We Do?

Discuss!