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Subject: Clutter Graphics Library  
Posted by [captainc](#) on Tue, 02 Sep 2008 15:09:33 GMT  
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From: <http://www.clutter-project.org/>

Quote:Clutter is an open source software library for creating fast, visually rich and animated graphical user interfaces.

Clutter uses OpenGL (and optionally OpenGL ES for use on Mobile and embedded platforms) for rendering but with an API which hides the underlying GL complexity from the developer. The Clutter API is intended to be easy to use, efficient and flexible.

Clutter currently features the following:

- \* Scene-graph of layered 2D interface elements manipulated in 3D space via position, grouping, transparency, scaling, clipping and rotation.
- \* Frame based animation engine providing path interpolation, transitions and other custom effects via Behaviours and Timelines.
- \* Scriptable JSON based layout and animation file support.
- \* Advanced input event handling including multiple pointing devices.
- \* Custom Pango renderer providing efficient internationalised UTF8 text rendering.
- \* Support for high end Open GL features such as Shaders and FBOs.
- \* Support for media playback with GStreamer, Cairo graphics rendering, GTK+ embedding, Box2D physics engine and WebKit web rendering are available via optional add-on libraries.
- \* Object oriented design via GObject with a familiar GTK+ like API.
- \* Runs on Linux, Windows and OSX with backend window system support for GLX, EGL, WGL, SDL and Cocoa.
- \* Support for mobile devices with fixed point internals and portability across Open GL, OpenGL ES 1.1 and OpenGL ES 2.0
- \* Developed in C, with language bindings for Perl, Python, C#, C++, Vala and Ruby.

Clutter aims to be non specific -- it implements no particular style, but rather provides a rich generic foundation that facilitates rapid and easy creation of higher level tool kits tailored to specific needs.

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Subject: Re: Clutter Graphics Library  
Posted by [mrjt](#) on Tue, 02 Sep 2008 17:24:19 GMT  
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Interesting, I've always wanted to try something like that myself.

It's a shame they chose to mimic the GTK++ interface though.

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Subject: Re: Clutter Graphics Library  
Posted by [cas\\_](#) on Tue, 02 Sep 2008 18:13:19 GMT

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A shame, but fortunately there is clutermm

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Subject: Re: Clutter Graphics Library  
Posted by [captainc](#) on Tue, 02 Sep 2008 19:37:10 GMT

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cas\_ wrote on Tue, 02 September 2008 14:13A shame, but fortunately there is clutermm  
Link?

I think the videos look pretty cool... seems to integrate with cairo too.

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Subject: Re: Clutter Graphics Library  
Posted by [cas\\_](#) on Tue, 02 Sep 2008 20:14:46 GMT

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captainc wrote on Tue, 02 September 2008 21:37  
Link?

Here

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Subject: Re: Clutter Graphics Library  
Posted by [mr\\_ped](#) on Tue, 09 Sep 2008 10:21:10 GMT

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With the Chrome release there are now available sources of SKIA graphics library. That's the commercial one from some "Skia" company bough by Google in 2005, and now if I understood it correctly, it is used in Google Android as graphics library.

Some more info I got from blogs about it. It's around 80k lines of C++ (Cairo was there mentioned to be 90k C++ lines), it should support OpenGL too, and overall the performance should be very good.

The license of Skia is Apache foundation v2 or something like that, it's not compatible with GPLv2 (but most of people here do care about BSD-like more, and that's ok).

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