W3C InkML
Digital Ink Markup Language

Status Update – IWFHR 2006
Ink Subgroup - W3C Multimodal Interaction Group
Ink: Exchange Modes

Streaming

Archival & Retrieval
Elements of InkML:

Traces & Trace Collections
Elements of InkML: Context

- Ink Source
- Brush
- Time Stamp
- Canvas
- Canvas Transform

- Icon of a pen and paper
- Icon of a paintbrush
- Icon of a clock
- Icon of a blank canvas
- Icon of a canvas transformation
Elements of InkML: Generics

Mapping

$ax=b$

Annotation

Annotation XML
What’s New

- *Last call working draft* released YESTERDAY (Oct 23, 2006)

- Significant changes:
  - More robust support for programmatic transformations of ink
  - More robust support for streaming
  - Better support for optical devices and other ink capture technologies
  - Better support for grouping and referring to ink
  - Improved support for arbitrary textual or XML-based annotation
  - Abstraction of capture devices as ink sources
  - Clear distinction between ink sources and trace formats
  - Richer mappings

- Available for review at [www.w3.org/TR/InkML](http://www.w3.org/TR/InkML)
Steps to becoming a W3C Recommendation

Last Call Working Draft • Candidate Recommendation • Proposed Recommendation • Recommendation

Next Steps:
- Review by other W3C working groups: SVG, I18N, CDF, WAI, Math (Deadline: Dec 18, 2006)
- Public review (Deadline: Dec 18, 2006)
- Test suite and demonstrator implementations

Wanted:
- Review comments and suggestions – from academia and industry
  - Instructions on W3C InkML site (http://www.w3.org/2002/mmi/ink)
- Implementations
Questions ?