Taking Accessibility to the Next Dimension:

Thoughts About Canvas 3D

@kliehm

HTML WG & HTML Accessibility Task Force.
```javascript
else { // Allow user to move with the arrow continuously
    var action = this.keyMap[[e.keyCode, e.metaKey, e.ctrlKey, e.altKey, e.shiftKey]];

    if (this.lastAction == action) {
        delete this.lastAction;
    } else if (typeof action == "function") {
        action(args);
    }
}

Event.stop(e);
});

/** {{ Bespin.Editor.UI }} **

// Holds the UI. The editor itself, the syntax highlighter, the actions, and more
Bespin.Editor.UI = Class.create({
initialize: function(editor) {
    this.editor = editor;
    this.colorHelper = new Bespin.Editor.DocumentColorHelper(editor);
    this.selectionHelper = new Bespin.Editor.SelectionHelper(editor);
    this.actions = new Bespin.Editor.Actions(this.editor);
    this.GUTTER_WIDTH = 54;
    
    // Command History
    this.history = new CommandHistory();
    this.history.addCommand(new Command("clear", this));
    this.history.addCommand(new Command("status", this));
    this.history.addCommand(new Command("history", this));
    this.history.addCommand(new Command("ls", this));
```

https://bespin.mozilla-labs.com
• fallback: shadow DOM
• always exposed to AT
• keyboard accessible
• focus ring in canvas
• caret position
Playable Demo Now Available!

The wait is over. The Infinite Journey demo is now available! Click Here

You will need Google's O3D plug-in to play the demo. Click Here

The game is currently supported on-

Windows XP and Vista – Chrome, IE8, Firefox
Mac (Leopard 10.6.7) – Firefox, Safari

Have fun and let us know what you think by leaving a comment in our Global Conversation!

Category: Uncategorized

New 3d Concept Character: T-Rocks

Friday, June 5, 2009 18:10

Comments (9)
• audio cues
• earcons
• sound radar
• tactile feedback
• speech synthesis
• hardware acceleration
• user generated content
• 40% of objects in SL don‘t have alt text
• summarize objects
• filter nearby objects
• screen-reader support
I am an assistant Professor in the Department of Computer Science and Engineering at the University of Nevada in Reno. The following tag cloud depicts my research interests:

interaction design software engineering **games** interaction design

patterns **accessibility** exergames haptics software architecture

**virtual worlds** motor impaired **usability** visually impaired **multimodal**

**feedback** human navigation **Health**

The way we interact with software is increasingly modeled after how we interact with the real world, as such interaction is most natural to us. However, the emergence of immersive 3D technologies such as video games and virtual worlds as well as more intuitive forms of interacting with computers, such as using gestures, raises new barriers for users with disabilities.

My research is motivated by the belief that a disability can be turned into an innovation driver. Through *Extreme Interaction Design*, my students and I try to solve interaction design problems for the most extreme users, with the potential to develop solutions that may benefit anyone. See here for an overview of our accessibility research projects.

**Contact**

Eelke Folmer  
Department of Computer Science and Engineering MS/171  
University of Nevada, Reno  
775-784-7592 | eelke dot folmer at gmail dot com | [Linkedin](https://www.linkedin.com/) | [Facebook](https://www.facebook.com/) | [CV](#)
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The software and data sets provided on this web site are Open Source software projects that are principally funded through the SCI Institute’s NIH/NCRR CIBC. For us to secure the funding that allows us to continue providing this software, we must have evidence of its utility. Thus we ask users of our software and data to acknowledge us in their publications and inform us of these publications. Please use one of the following acknowledgments and send us references to any publications, presentations, or successful funding applications that make use of the NIH/NCRR CIBC software or data sets we provide:

Please acknowledge the use of CIBC software. “This work was made possible in part by software from the NIH/NCRR Center for Integrative Biomedical Computing, P41-RR12553-10.”

- SCIRun Citation: [bibtex citation] [Endnote citation]
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- BioTensor Citation: [bibtex citation] [Endnote citation]
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- ImageVis3D Citation: [bibtex citation] [Endnote citation]
- ShapeWorks Citation: [bibtex citation] [Endnote citation]
- Fluorender Citation: [bibtex citation] [Endnote citation]

ImageVis3d

ImageVis3D is a new volume rendering program developed by the NIH/NCRR Center for Integrative Biomedical Computing (CIBC). The main design goals of ImageVis3D are: simplicity, scalability, and interactivity. Simplicity is achieved with a new user interface that gives an unprecedented level of flexibility (as shown in the images). Scalability and interactivity for ImageVis3D mean that both on a notebook computer as well as on a high end graphics workstation, the user can interactively explore terabyte sized data sets. Finally, the open source nature as well as the strict component-by-component design allow developers not only to extend ImageVis3D itself but also reuse parts of it, such as the rendering core. This rendering core for instance is planned to replace the volume rendering subsystems in many applications at the SCI Institute and with our collaborators.
Carpark
Mon to Sun: 08:30 am - 10:00 pm
WebGL - OpenGL ES 2.0 for the Web

WebGL is a cross-platform, royalty-free web standard for a low-level 3D graphics API based on OpenGL ES 2.0, exposed through the HTML5 Canvas element as Document Object Model interfaces. Developers familiar with OpenGL ES 2.0 will recognize WebGL as a Shader-based API using GLSL, with constructs that are semantically similar to those of the underlying OpenGL ES 2.0 API. It stays very close to the OpenGL ES 2.0 specification, with some concessions made for what developers expect out of memory-managed languages such as JavaScript.

WebGL brings plugin-free 3D to the web, implemented right into the browser. Major browser vendors Apple (Safari), Google (Chrome), Mozilla (Firefox), and Opera (Opera) are members of the WebGL Working Group.

- WebGL Draft Specification
- WebGL Public Wiki
- WebGL Public Mailing List and Public Mailing List Archives
- WebGL Forums
Bolt-on accessibility

http://flic.kr/p/8H1Q
Inclusive design
Thanks.

twitter: @kliehm
Slides: http://slidesha.re/a0QuR2
Contact: http://klie.hm/profile