

GNOME's GTK+ Is Still Striving For A Scene Graph, Canvas API

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Besides updates on Wayland support at this week's GUADEC conference in France was also an update on the work being done for implementing a scene graph within GTK+ itself and exposing a canvas API.

Emmanuele Bassi is the developer that for over one year has been working towards a canvas API inside GTK. It's also worth noting that Emmanuele Bassi is also the maintainer of the Clutter tool-kit, with some of his and others agenda being to move more of Clutter into GTK. Instead of a Clutter 2.0 release, there's hope for merging a subset of Clutter's features directly into GTK+.

[2]

[GNOME](#)

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