Planned special topic for Fall 2014: "WebGL programming".

For the Fall 2014 semester, WebGL will be used throughout the B581 course, for writing 3D graphics programs that run directly in the web browser, without the need of plugins. WebGL is based on OpenGL ES 2.0, the version of OpenGL for mobile devices. WebGL is programmed through the HTML5 Canvas element: shader programs are written in the GLSL language, and controlled from JavaScript.

http://www.cs.indiana.edu/classes/b581/