

JogAmp: 2D/3D & Multimedia from Desktop to Mobile on top of Java

JogAmp is a media and processing library for mobile and desktop devices on top of Java.

JogAmp's objectives are to provide platform agnostic modules to application developers, allowing them seamless access to the OpenAL, OpenGL and OpenCL APIs. JogAmp allows writing applications suitable for desktop machines (Linux, Windows, OSX, Solaris) as well as for embedded and mobile devices (Linux, Android, Windows).

Beside providing a platform agnostic API allowing to run applications without modifications using Java on different CPUs and OpenAL, OpenGL, OpenCL on different dedicated *chips*, JogAmp also provides deployment strategies for each platform.

We will briefly showcase applications running across devices without modifications. PCs, tablets, phones and embedded devices will be utilized to emphasize JogAmp's platform agnostic nature.

JogAmp is available at <http://jogamp.org>

