



The **embeddable**, **independent**, **memory-safe**,
modular, **parallel** web rendering engine

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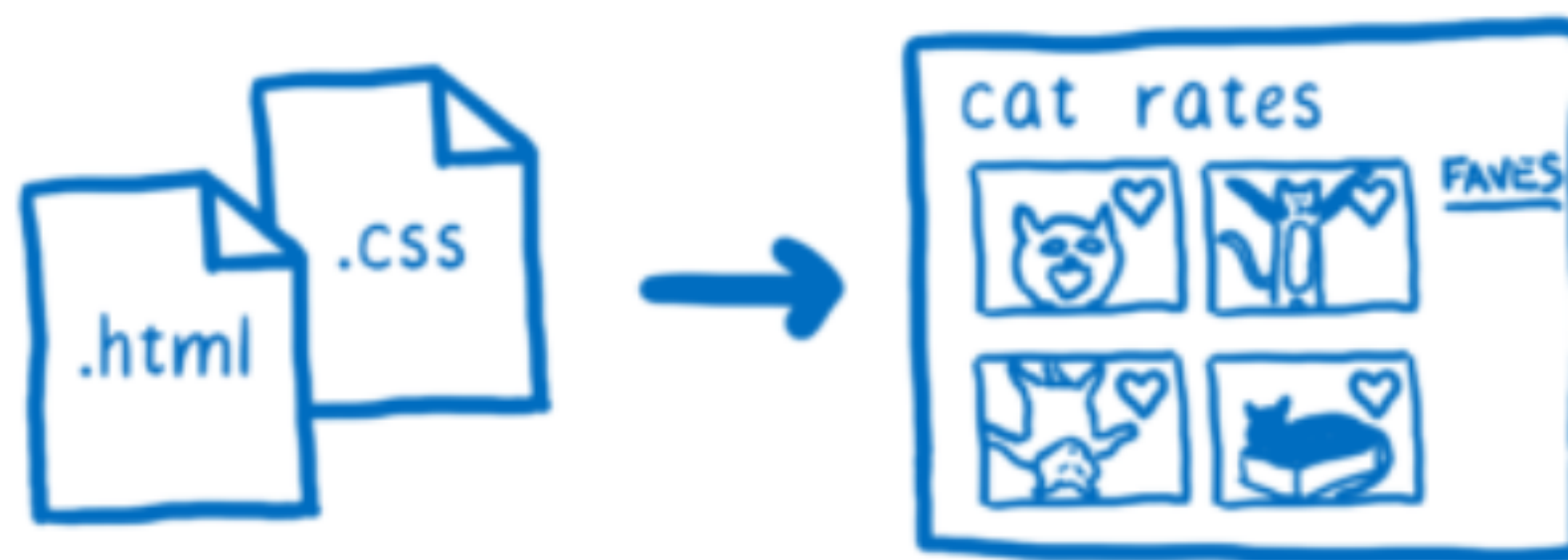
What's Servo?

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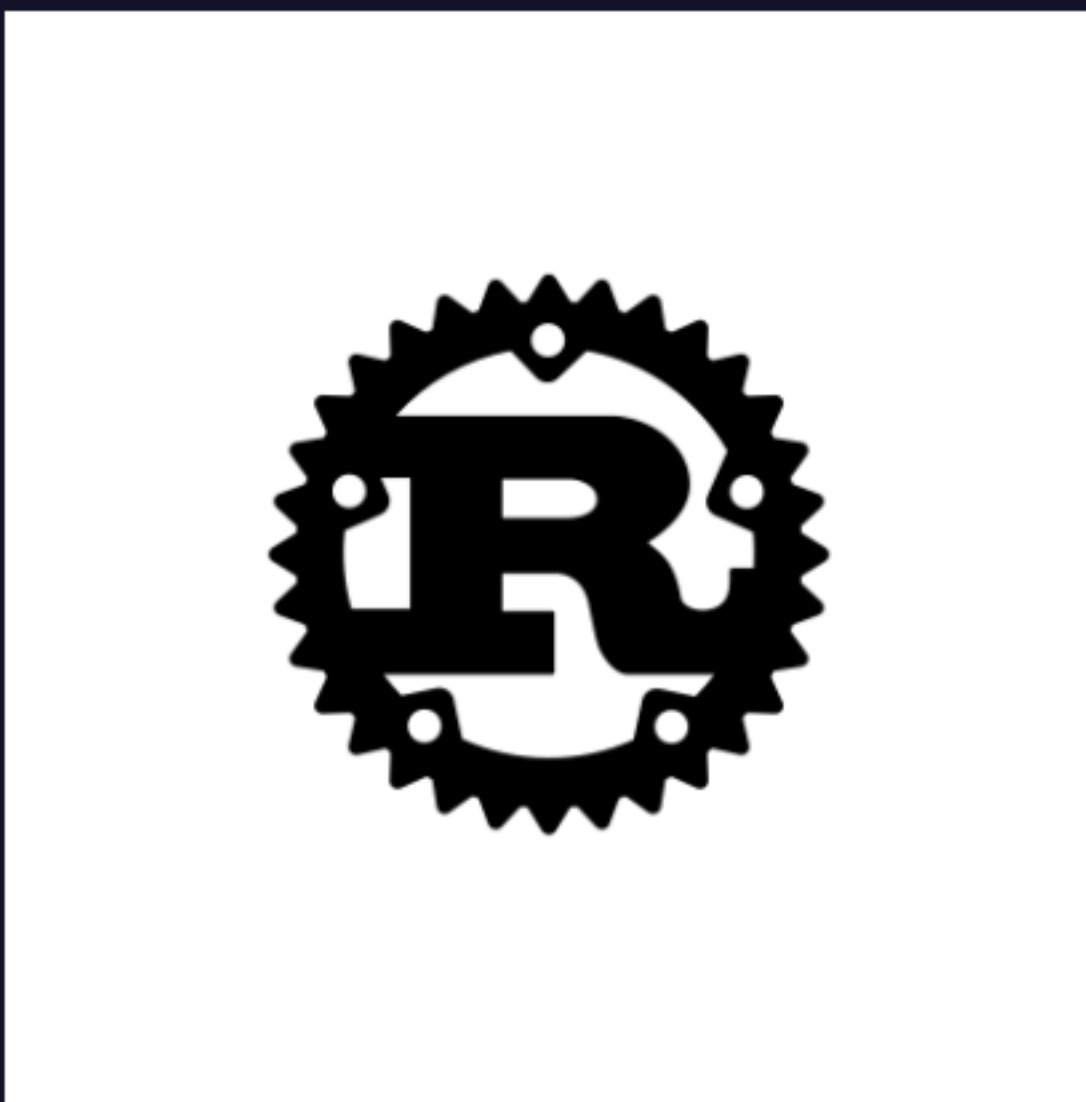
Servo is
a **web rendering engine**
written in **Rust**,
WebGL and **WebGPU** capable,
and adaptable to **desktop**, **mobile**,
and **embedded** applications.



Web Rendering Engine

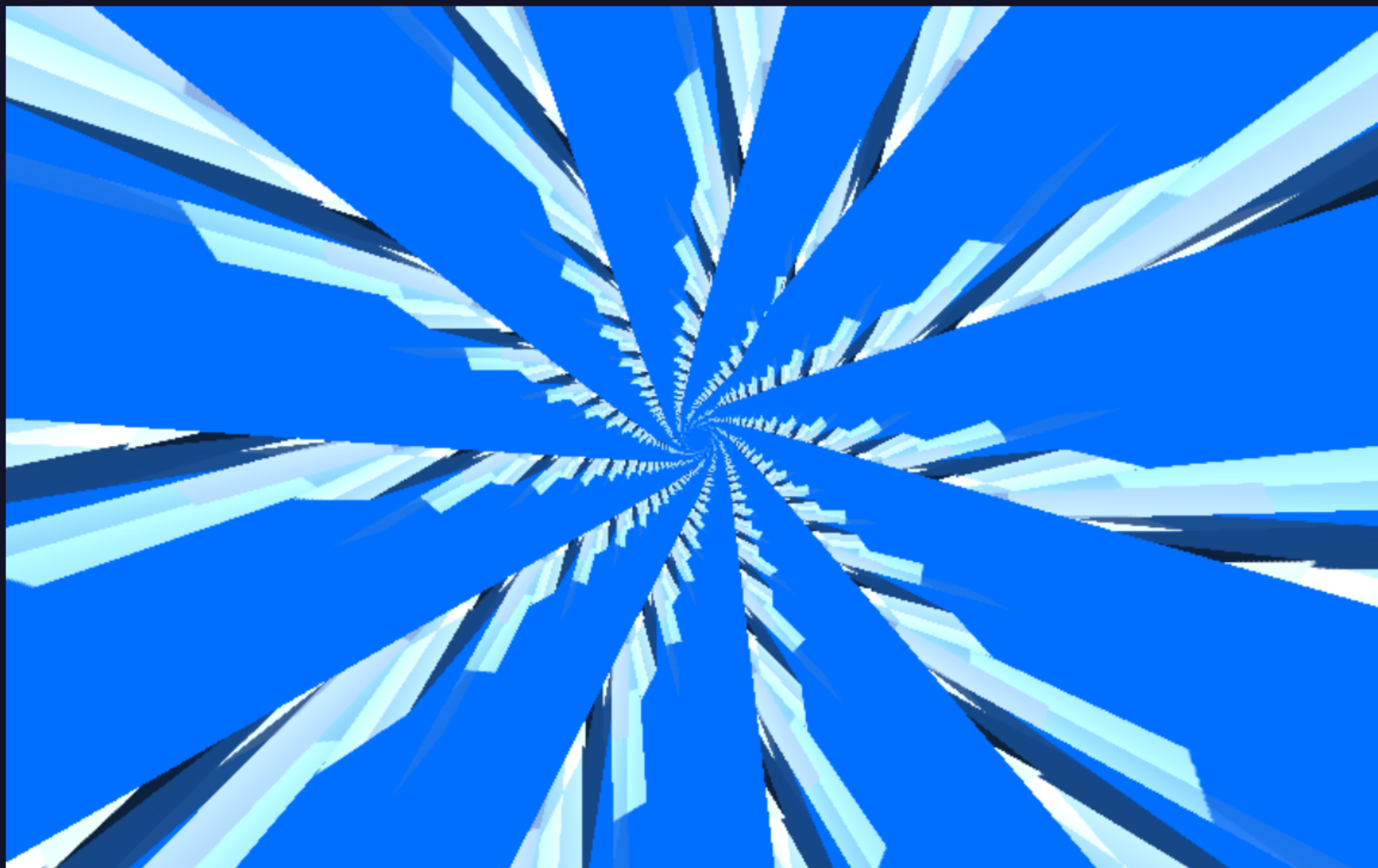


Rust Programming Language

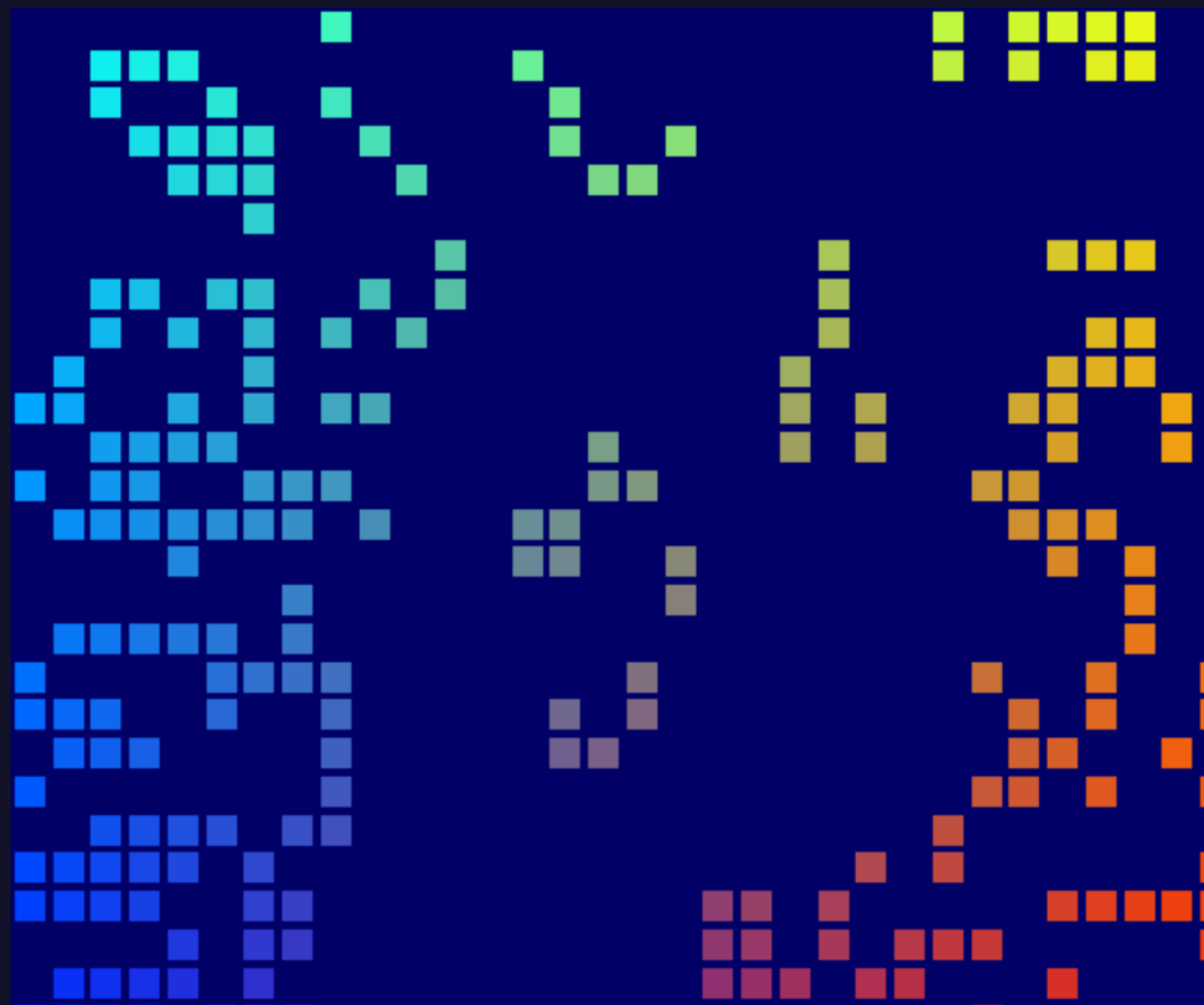


- **Memory safety:** Fewer vulnerabilities
- **Concurrency:** Faster & more energy-efficient

WebGL

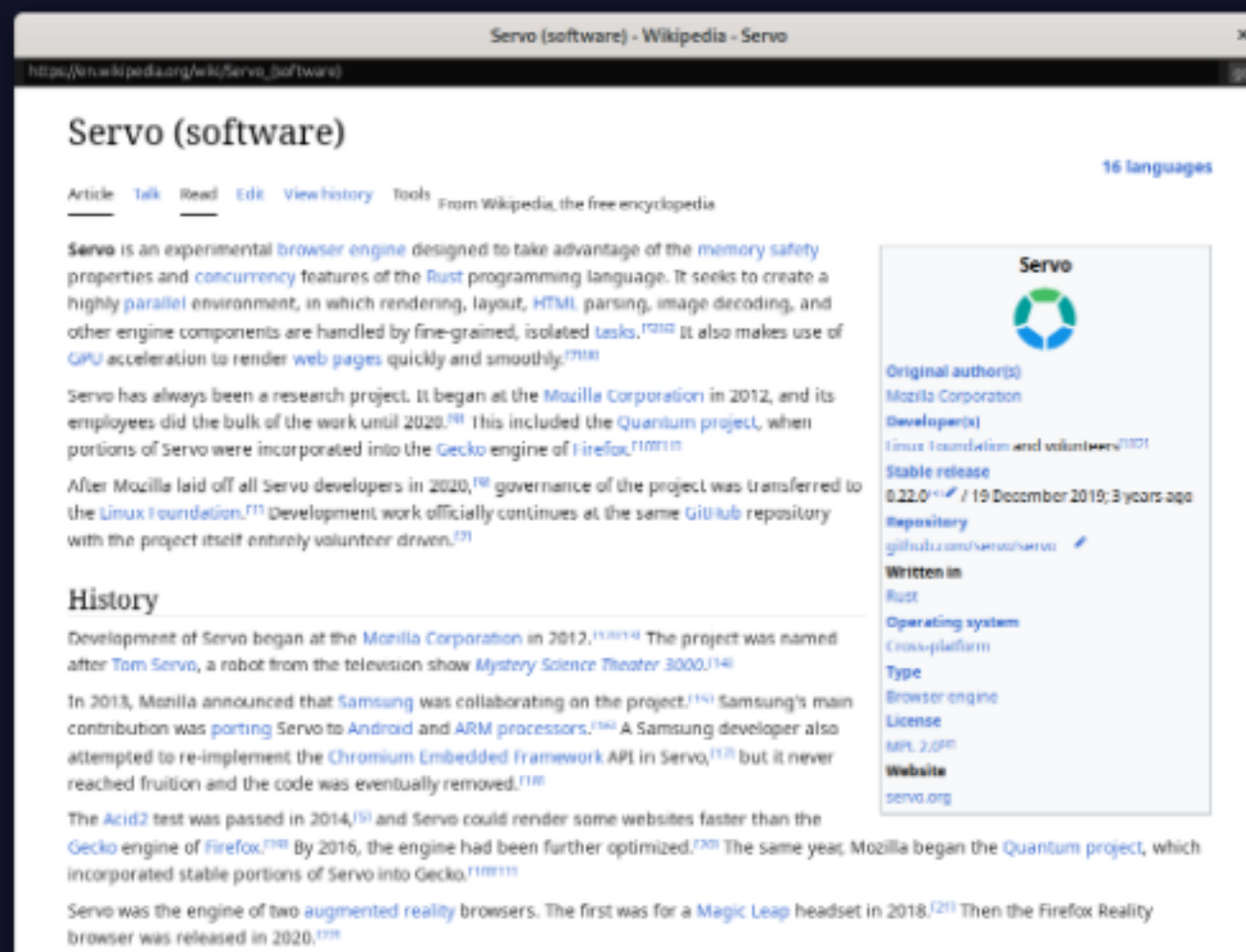


WebGPU

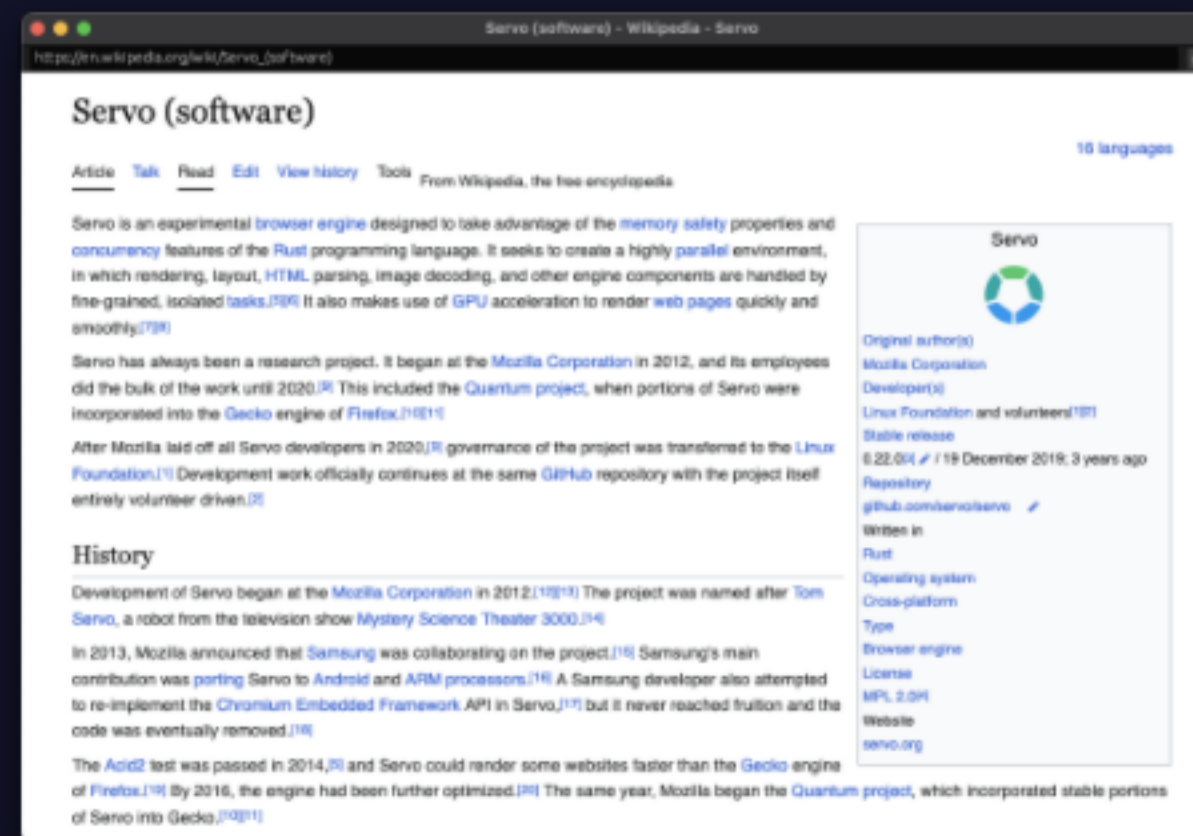


Desktop

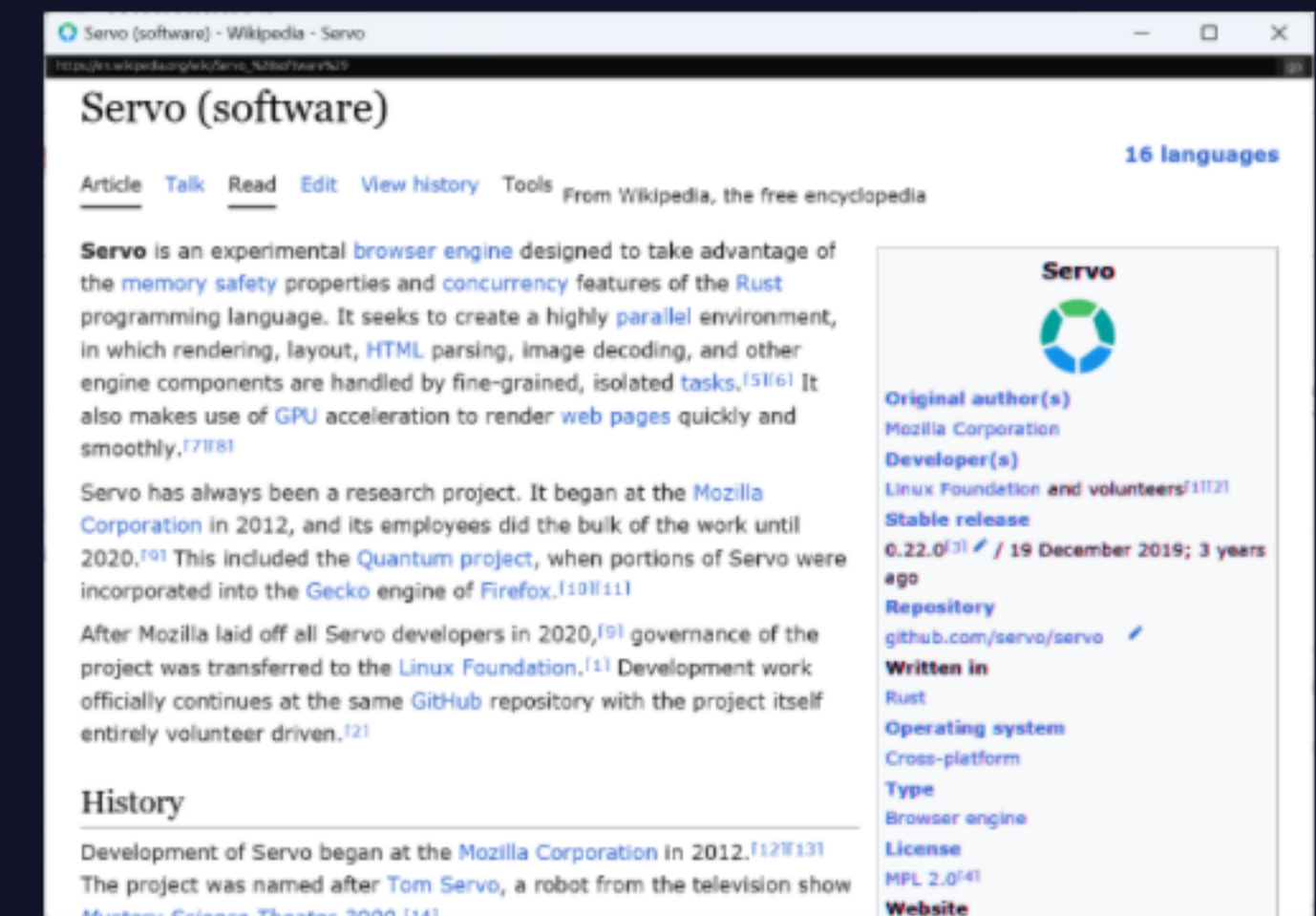
Linux



MacOS

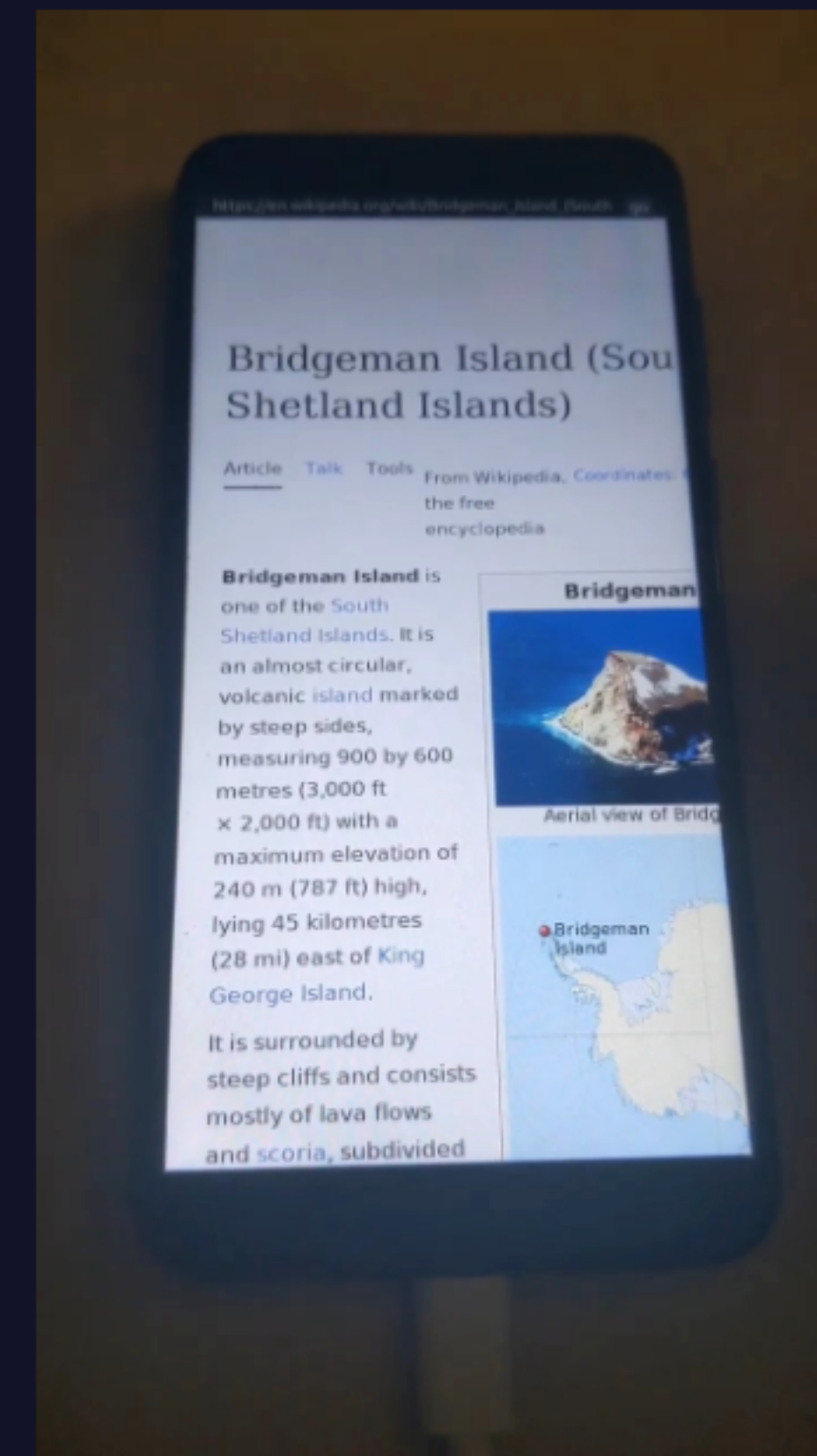
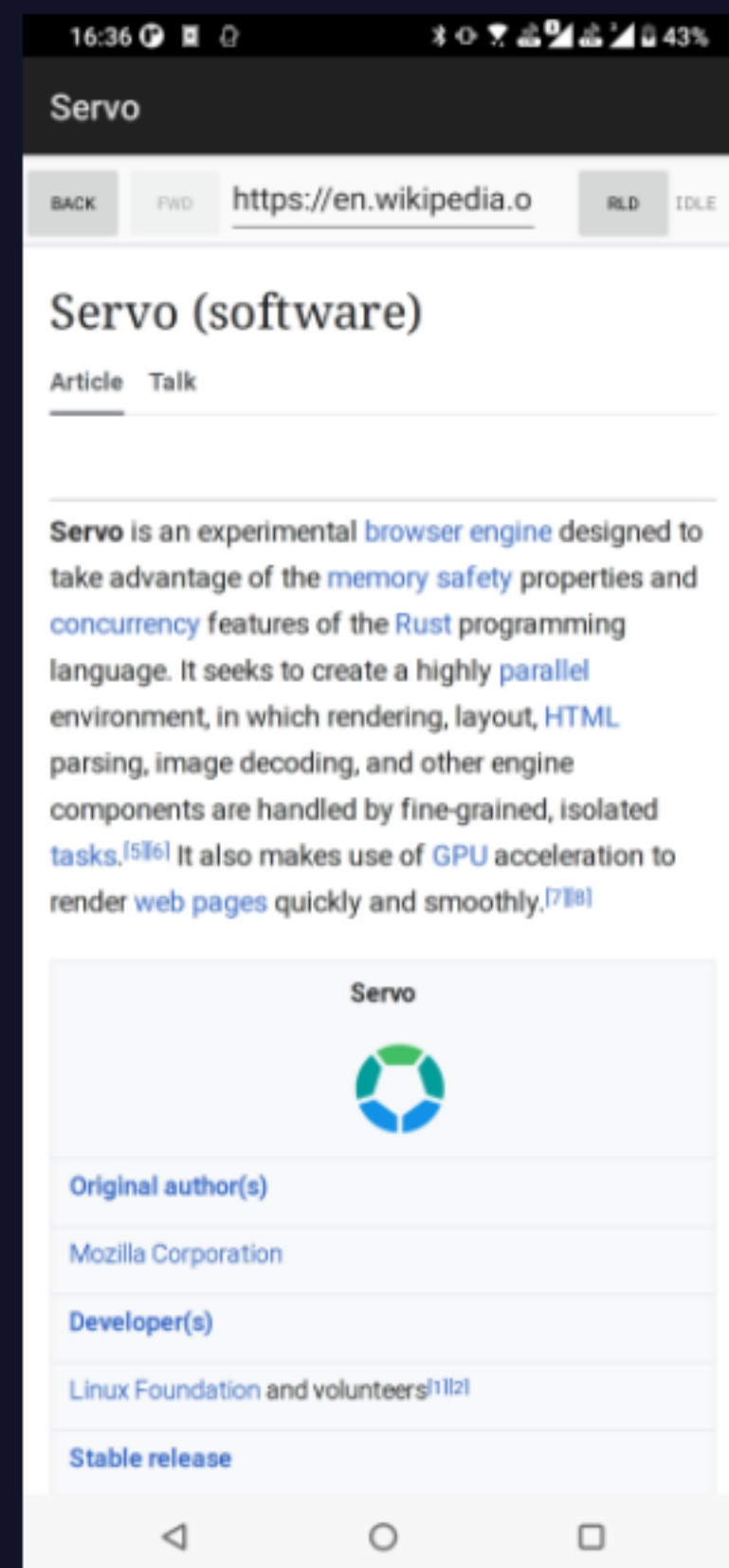


Windows



Mobile

Android & Linux (PinePhone Pro)



Embedded applications

UI frameworks



Other applications



Features

- **Embeddable**
- **Independent**
- **Memory-safe**
- **Modular**
- **Parallel**

Use cases

- **Embedded applications** with web technologies
- Applications that use **WebGL, WebGPU or CSS-based ones**
- Basis for Rust-based **native UI frameworks**

Status

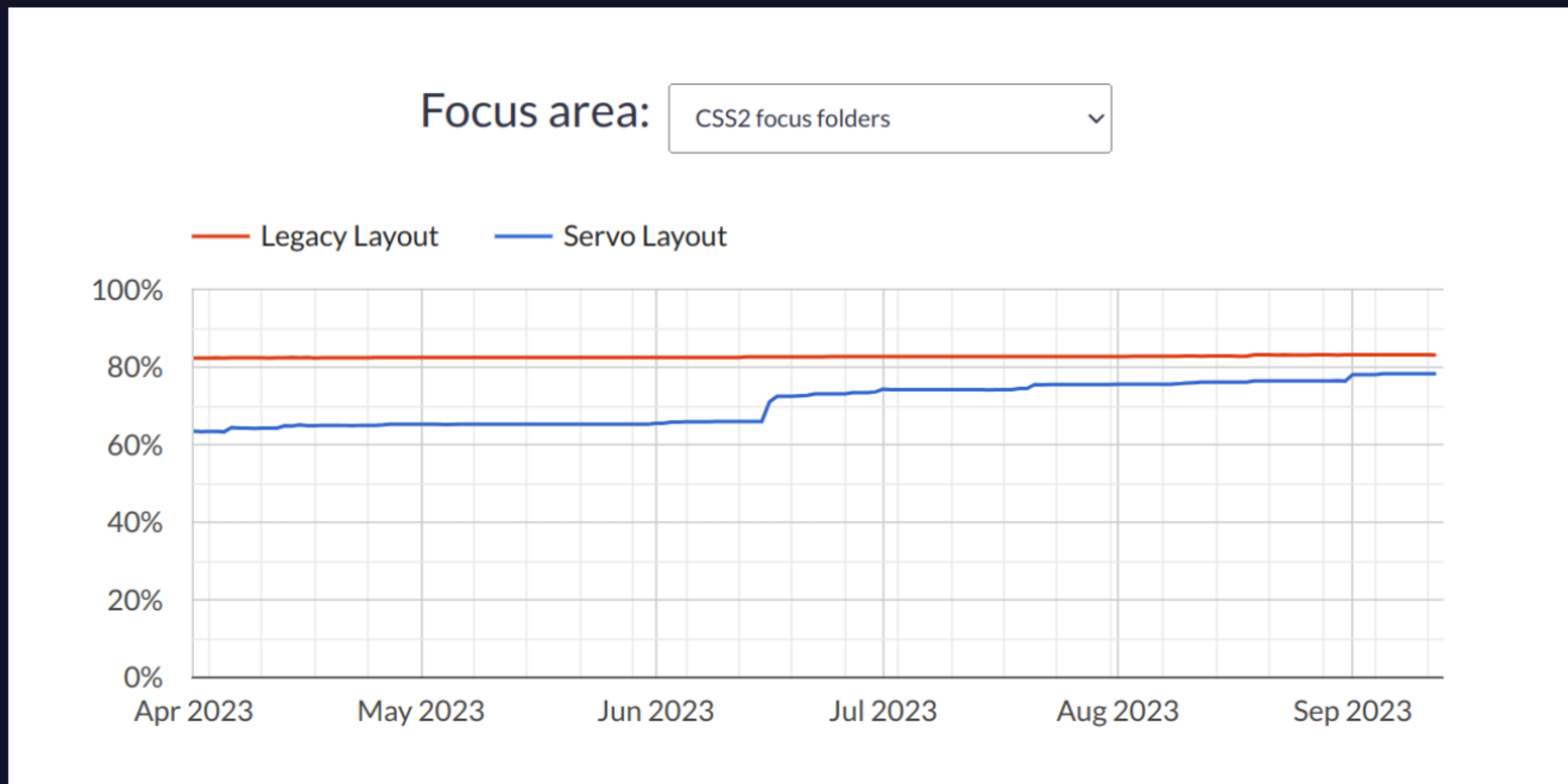


2023 Roadmap

Q1	Q2	Q3	Q4
Project reactivation			
Project outreach			
Main dependencies upgrade			
Layout engine selection			
		Progress towards basic CSS2 support	
		Explore Android support	
			Embeddable web engine experiments



WPT Progress



2024 Plan

- Project **maintenance** and **outreach**
- **Improve CSS support**
- Complete **Android support**
- Demos of **embedded applications**

Join the project

- GitHub: <https://github.com/servo>
- Chat: servo.zulipchat.com
- Email: join@servo.org

<https://servo.org>

<https://floss.social/@servo>

<https://twitter.com/ServoDev>



servo

