

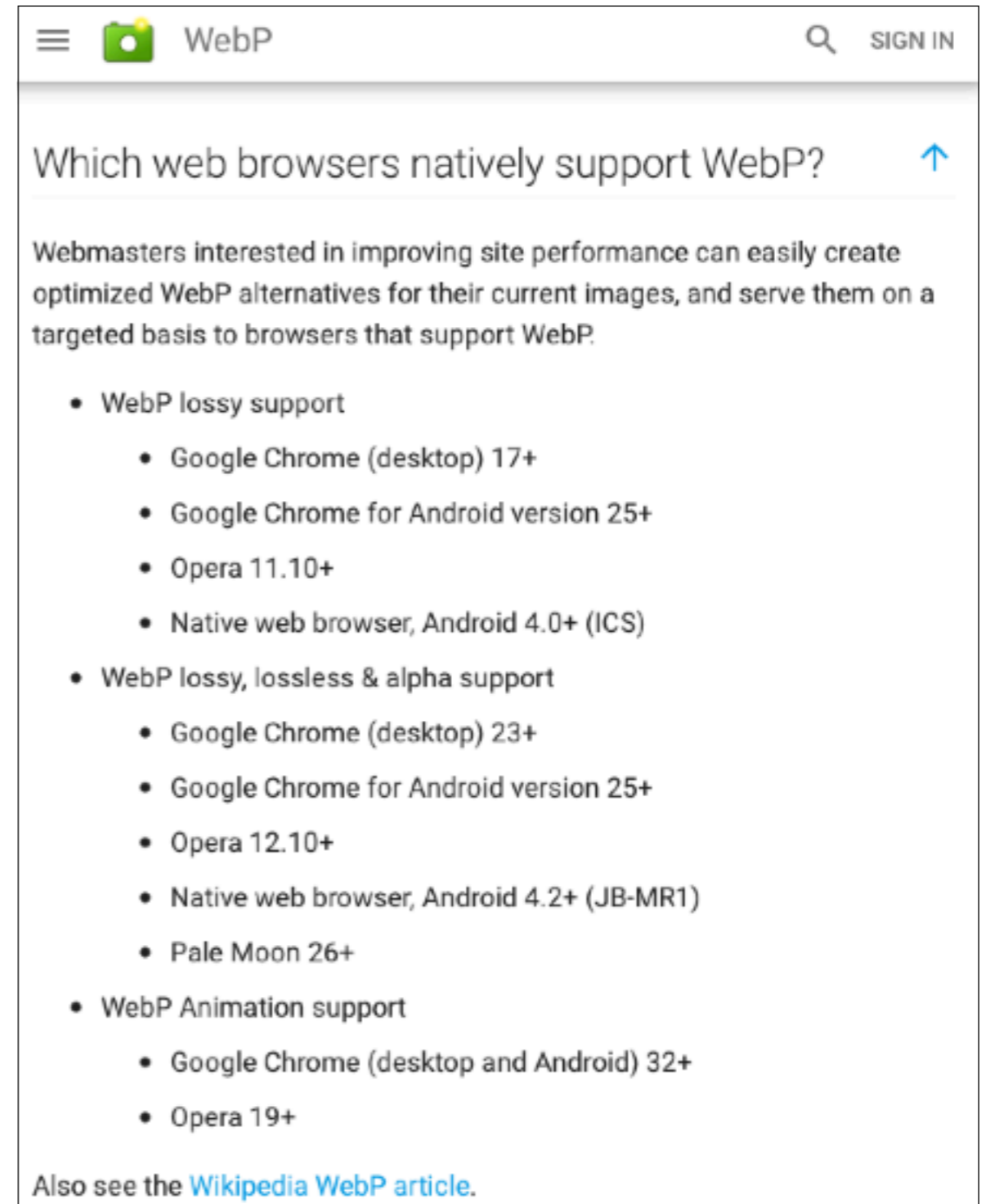


# Rendering Raster Data

- Raster data is `tiled` and compressed with WebP
- WebP compress about 3 times smaller when compared to PNG
- <https://developers.google.com/speed/webp>
- Tiling is performed with the GDAL suite of tools from OSGEO, `gdal2tiles.py`

# Not all Web Browsers support WebP

- But since we are Mobile First, this is a don't care
- We built the WebP reader into our Mobile SDK for iOS
- See our code and how to include a WebP reader for mobile
- <https://github.com/roblabs/mapbox-gl-native>



The screenshot shows a mobile application interface with a title bar containing a menu icon, a WebP logo, a search icon, and a 'SIGN IN' button. The main content area has a title 'Which web browsers natively support WebP?' with an upward arrow. Below the title is a paragraph: 'Webmasters interested in improving site performance can easily create optimized WebP alternatives for their current images, and serve them on a targeted basis to browsers that support WebP.' This is followed by a bulleted list of browser support categories and versions. At the bottom, there is a link to the Wikipedia WebP article.

WebP

Which web browsers natively support WebP?

Webmasters interested in improving site performance can easily create optimized WebP alternatives for their current images, and serve them on a targeted basis to browsers that support WebP.

- WebP lossy support
  - Google Chrome (desktop) 17+
  - Google Chrome for Android version 25+
  - Opera 11.10+
  - Native web browser, Android 4.0+ (ICS)
- WebP lossy, lossless & alpha support
  - Google Chrome (desktop) 23+
  - Google Chrome for Android version 25+
  - Opera 12.10+
  - Native web browser, Android 4.2+ (JB-MR1)
  - Pale Moon 26+
- WebP Animation support
  - Google Chrome (desktop and Android) 32+
  - Opera 19+

Also see the [Wikipedia WebP article](#).

<https://developers.google.com/speed/webp/faq>