Bloc

2D graphics framework for Pharo

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Brick UI Elements
(buttons, textarea, ...)

Bloc Graphics Elements
(drawable objects, layout, ...)

Bloc Infrastructure
(multi-windowing, rendering, event system)

Vector graphics
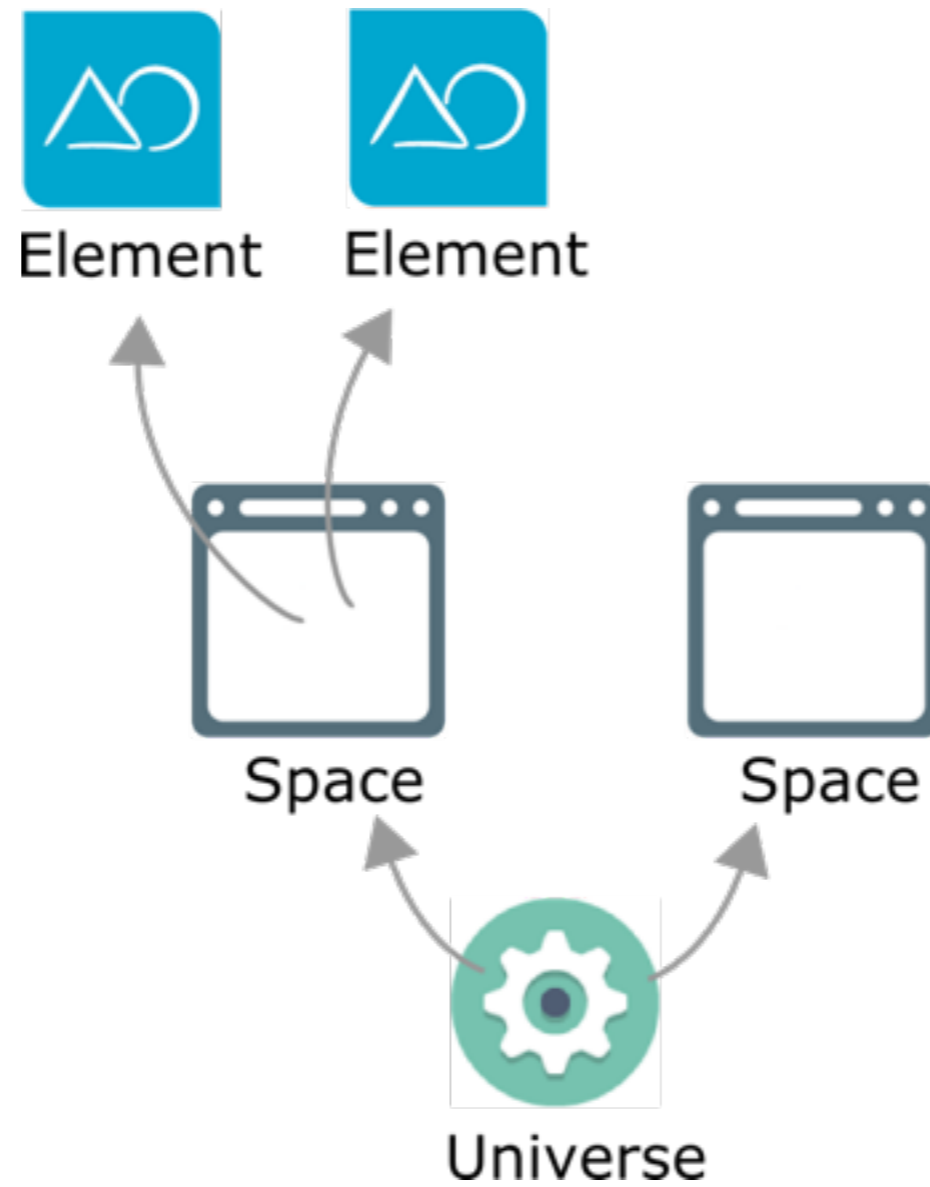framework

Native window
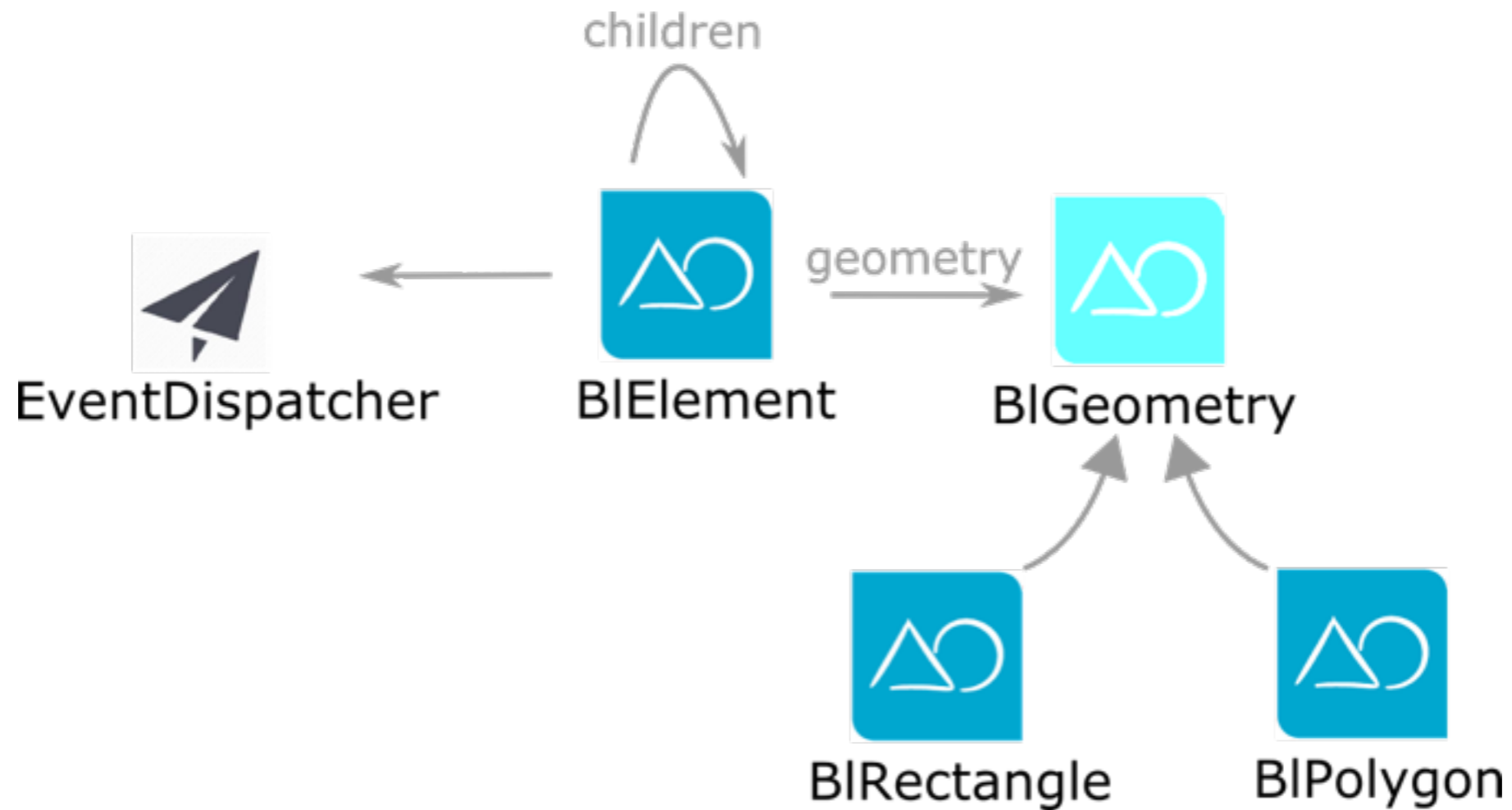abstraction

Athens

Sparta
(soon)

OSWindow

???

Fundamentals

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The current state

(demo)

Future steps

- Sparta integration

- Multi-touch gestures management

- Widget layer !