ThorVG 프로젝트 사례로 본

글로벌 오픈소스 개발과 운영 전략

박춘언 | Creator of ThorVG

Basix
@Basix1120

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헐 ThorVG 국산오픈소스였네???

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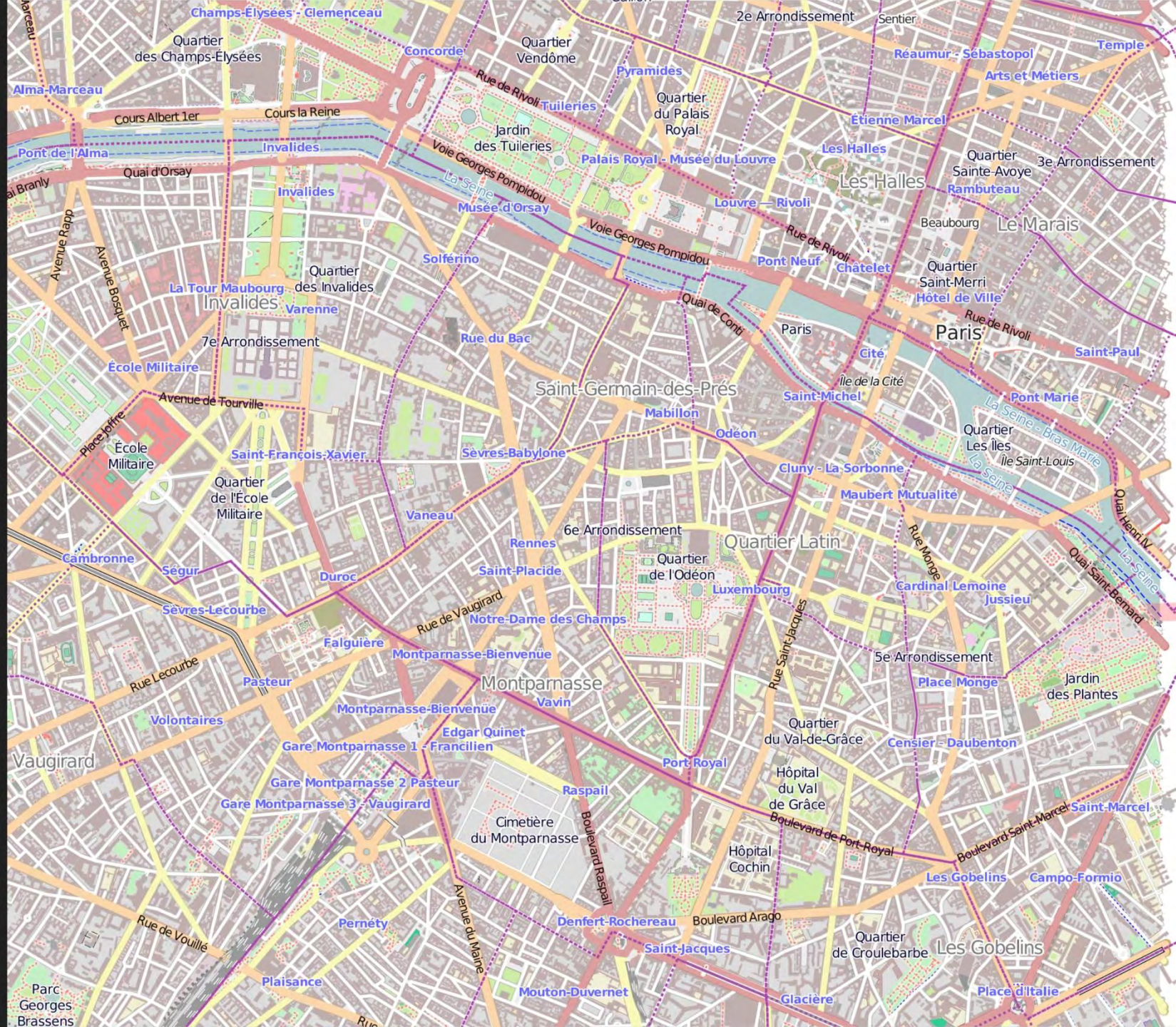

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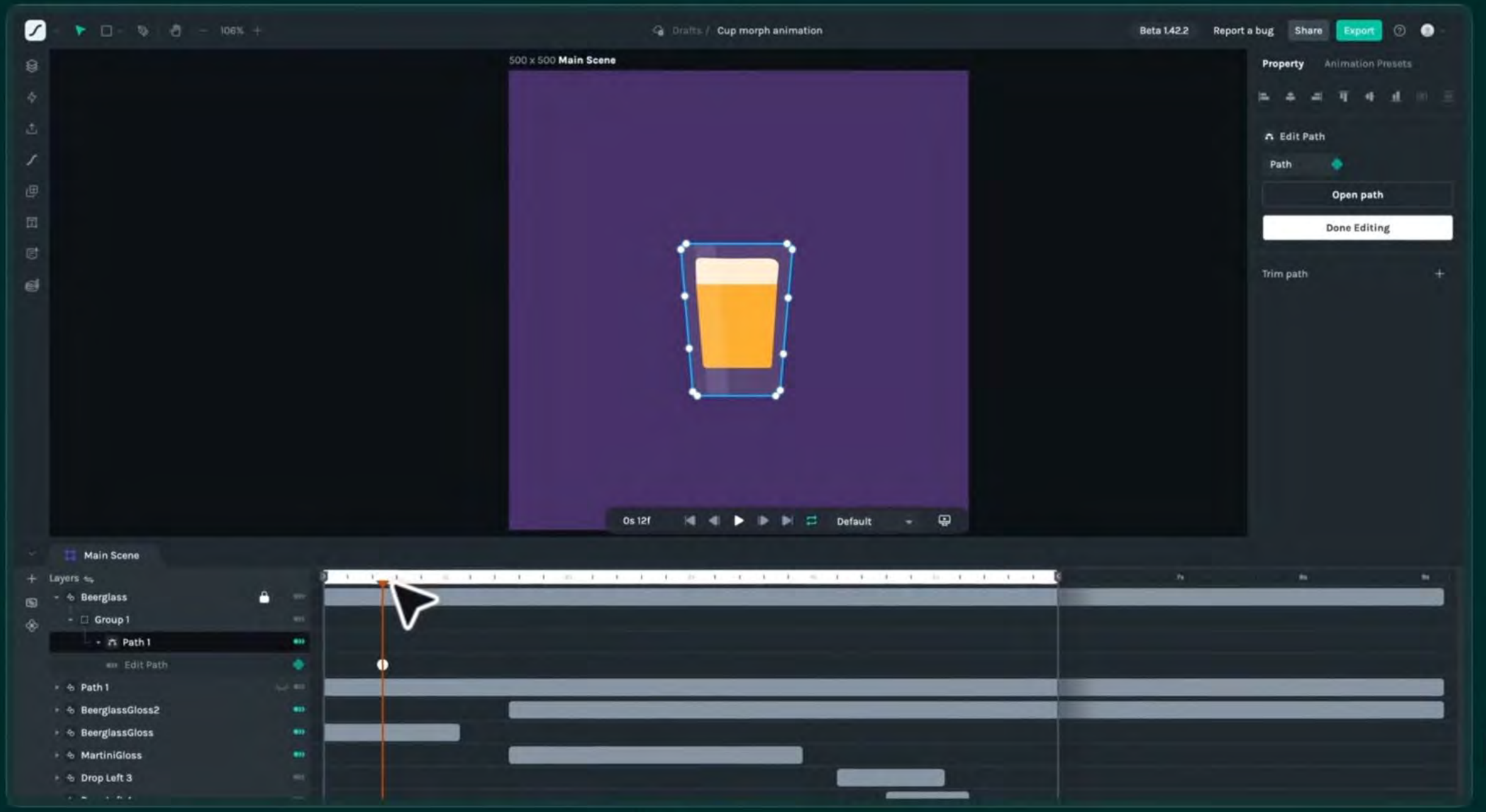
106%
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Report a bug
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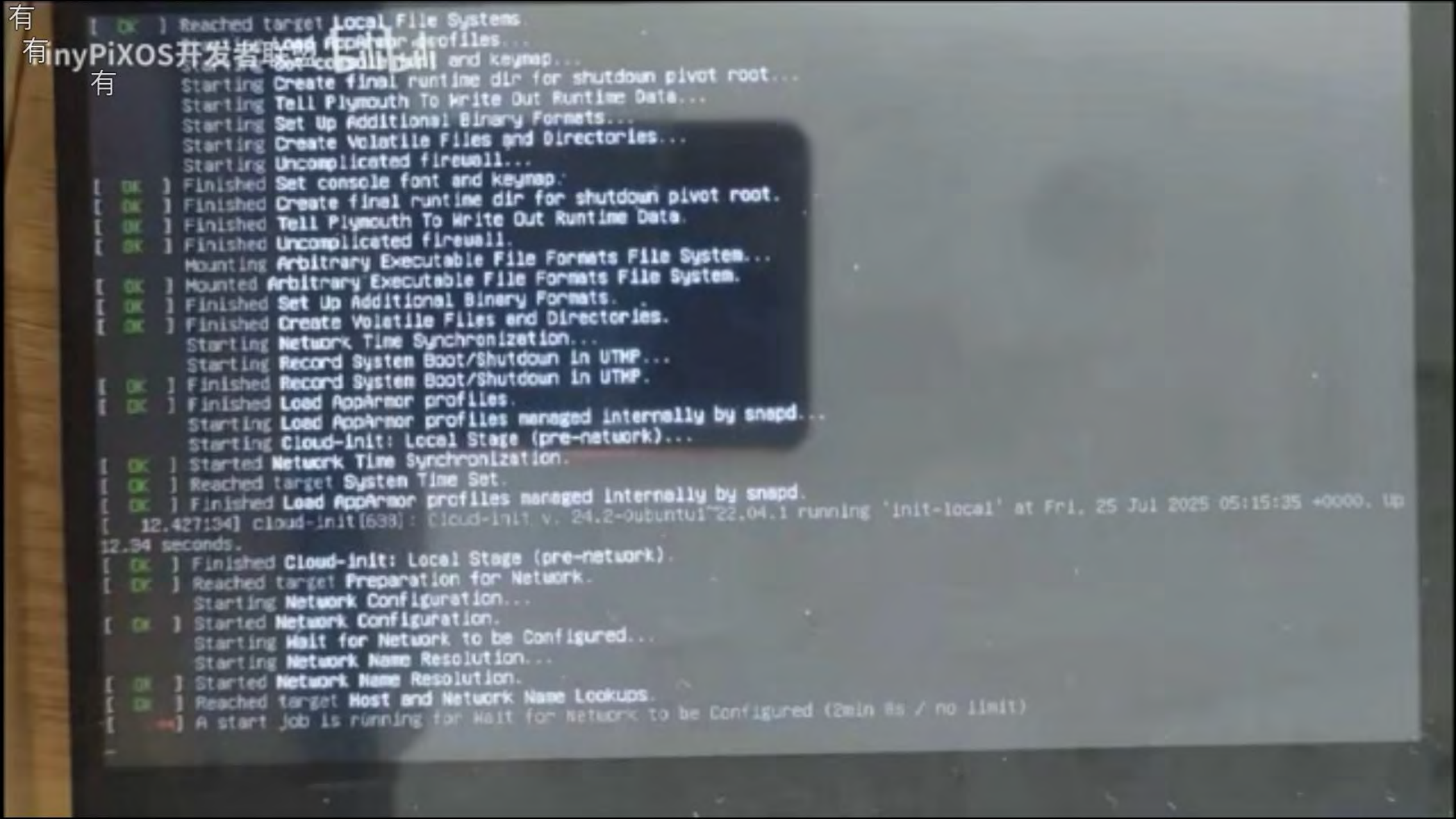
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TinyPiXOS开发者联盟
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Starting Tell Plymouth To Write Out Runtime Data...
Starting Set Up Additional Binary Formats...
Starting Create Volatile Files and Directories...
Starting Uncomplicated firewall...
[OK] Finished Set console font and keymap.
[OK] Finished Create final runtime dir for shutdown pivot root.
[OK] Finished Tell Plymouth To Write Out Runtime Data.
[OK] Finished Uncomplicated firewall.
Mounting Arbitrary Executable File Formats File System...
[OK] Mounted Arbitrary Executable File Formats File System.
[OK] Finished Set Up Additional Binary Formats.
[OK] Finished Create Volatile Files and Directories.
Starting Network Time Synchronization...
Starting Record System Boot/Shutdown in UTMP...
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[OK] Started Network Time Synchronization.
[OK] Reached target System Time Set.
[OK] Finished Load AppArmor profiles managed internally by snapd.
[12.427134] cloud-init[638]: Cloud-init v. 24.2-0ubuntu1~22.04.1 running 'init-local' at Fri, 25 Jul 2025 05:15:35 +0000. Up
12.34 seconds.
[OK] Finished Cloud-init: Local Stage (pre-network).
[OK] Reached target Preparation for Network.
Starting Network Configuration...
[OK] Started Network Configuration.
Starting Wait for Network to be Configured...
Starting Network Name Resolution...
[OK] Started Network Name Resolution.
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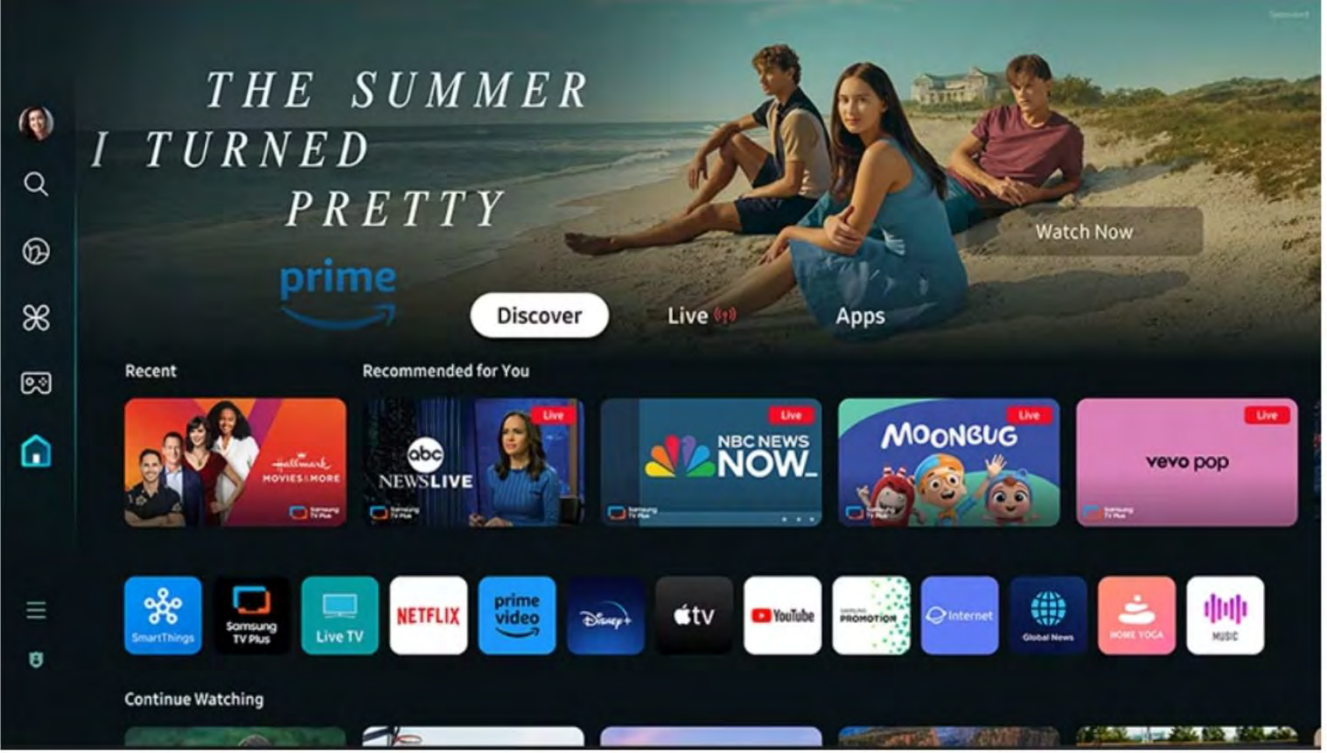
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Discover
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Apps
Recent
Recommended for You
Continue Watching
SmartThings
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Live TV
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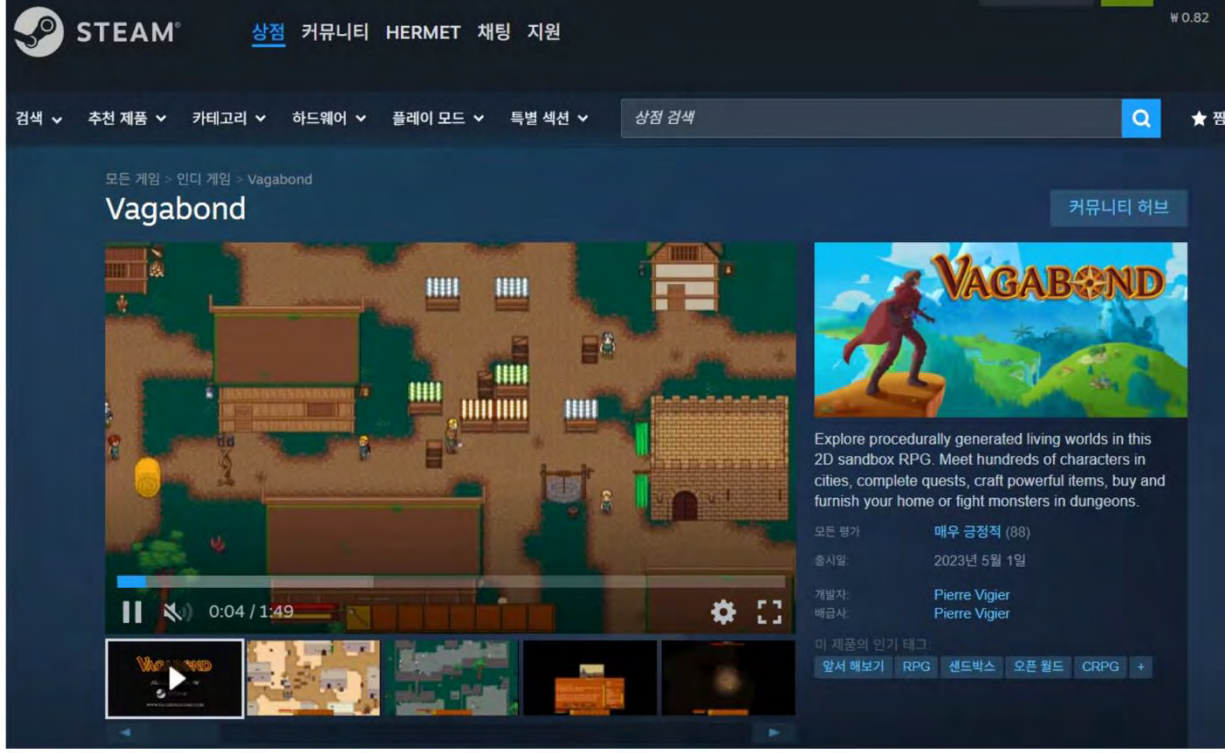
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상점
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모든 게임 > 인디 게임 > Vagabond
Vagabond
커뮤니티 허브
0:04 / 1:49
Explore procedurally generated living worlds in this 2D sandbox RPG. Meet hundreds of characters in cities, complete quests, craft powerful items, buy and furnish your home or fight monsters in dungeons.
모든 평가: 매우 긍정적 (88)
출시일: 2023년 5월 1일
개발자: Pierre Vigier
배급사: Pierre Vigier
이 제품의 인기 태그:
앞서 해보기
RPG
샌드박스
오픈 월드
CRPG


LVGL
print.pdf
other_file.txt
national_gallery.jpg
2050_584.docx
PRINTING FROM USB DRIVE
Fine quality
1500 DPI
Color
Copies
10
Vertical
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토르 벡터 그래픽스

차세대 기술을 구현하는 그래픽스 코어

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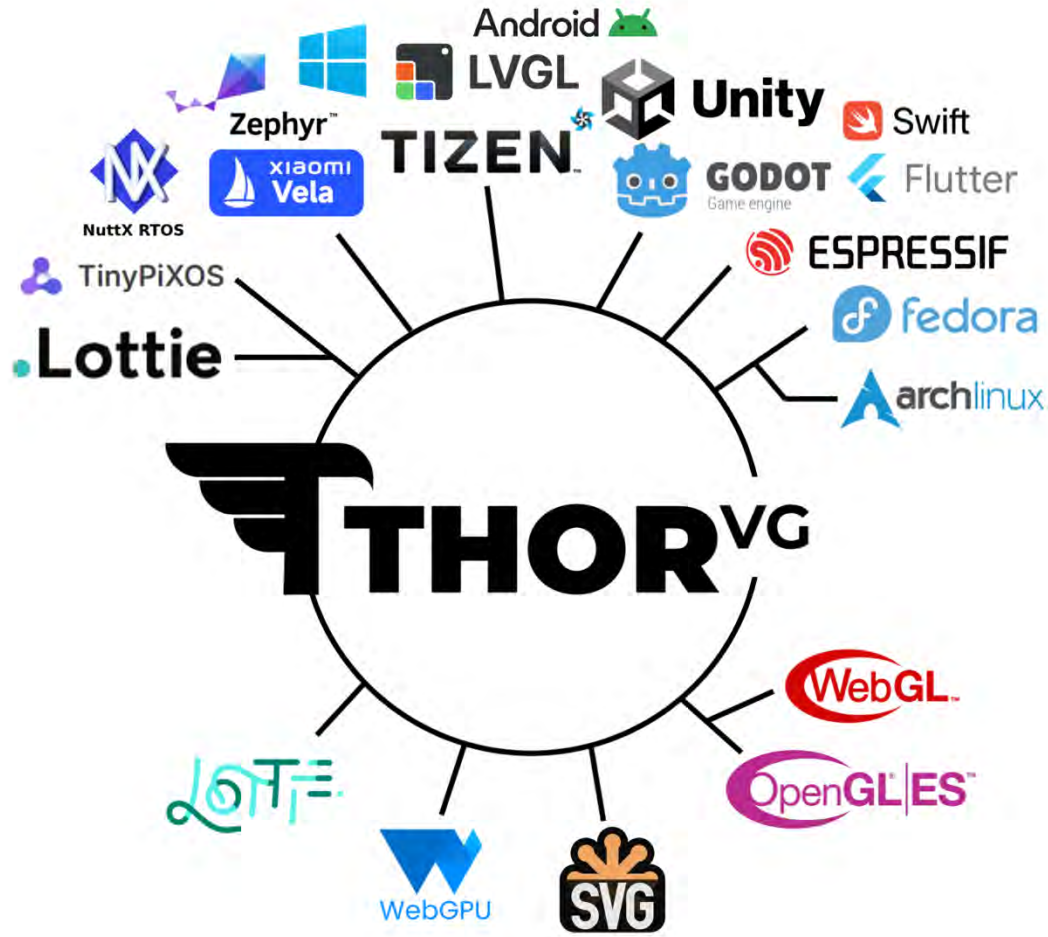
- 강력한 이식성 (IoT, 임베디드, 네이티브, 웹)
- 2020년 시작, 독립 오픈소스 조직으로 급성장
- 글로벌 표준 지향, 대한민국 개발 주도
- 삼성전자, 로티파일즈, 칸바 등 협업
- 10개 이상 플랫폼 및 서비스 탑재

www.thorvg.org



In Collaboration with

SAMSUNG LottieFiles

LVGL GODOT Game engine Canva

ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

1. 기술 전문성
2. 문제 인식과 미션 수립
3. 프로토타입
4. 기여자 및 사례 창출
5. 품질 개선과 신뢰 확대
6. 기술 선도와 경쟁력 강화
7. 지속 가능한 프로젝트

ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

1. 기술 전문성

- 글로벌 경쟁에서 선택받기 위한 핵심 기술 역량 확보
- 높은 기술 전문성 → 오픈소스 기능과 품질로 연결

→ 오픈소스의 기능과 품질 = 경쟁력의 핵심 본질

UI & 그래픽스 기술 개발: ~20년

글로벌 오픈소스 개발 참여: ~15년

ThorVG 시작과 성장 전략

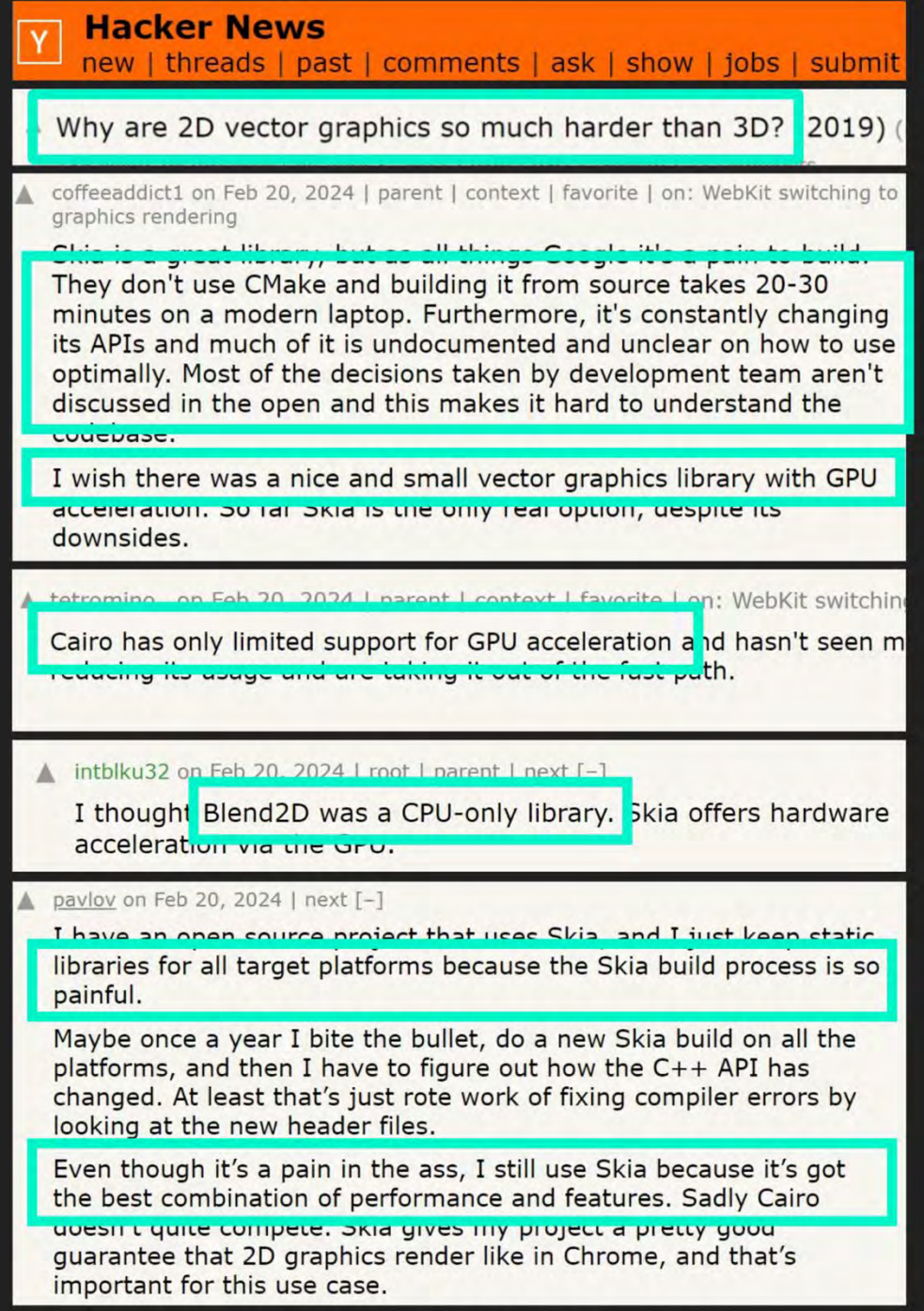
오픈소스 성공의 핵심 로드맵

1. 기술 전문성

2. 문제 인식과 미션 수립

- 기술 유행보다는 실용적 가치를 최우선으로
- 누구나 할 수 있는 일보다는 잘 안되는 영역
- 나(우리)의 페르소나에만 의존하지 말고 사용자 피드백에 집중

→ 나(우리)와 사용자들이 공감하는 진짜 문제에서 출발



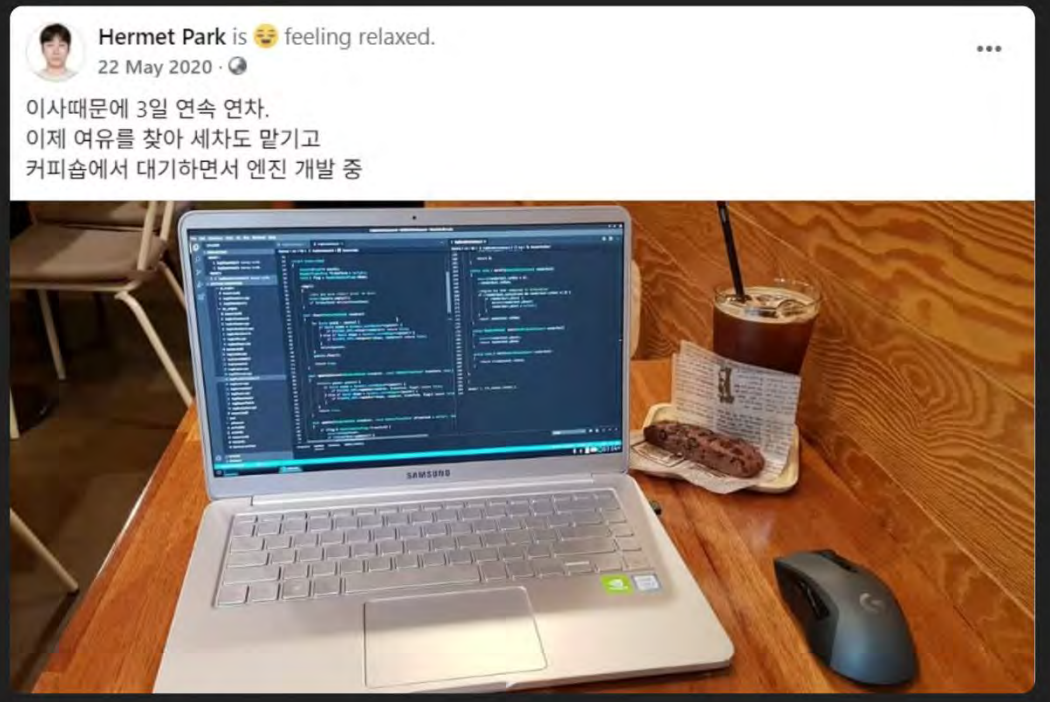
HN May.9 2019, HN Feb.20 2024 Discussion

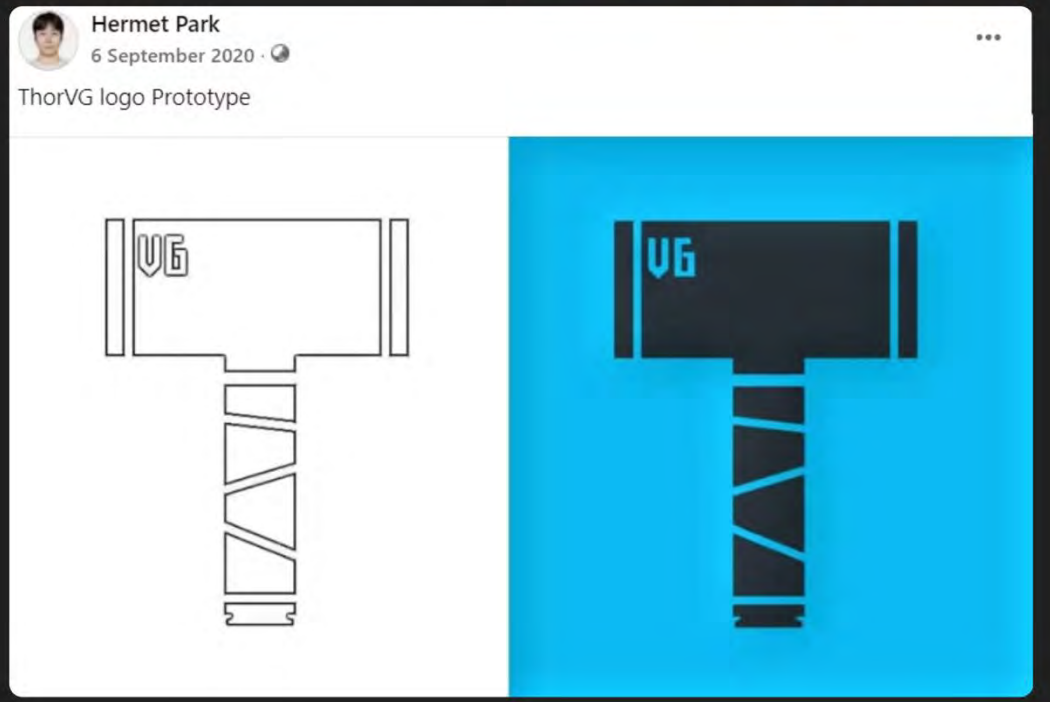
ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

1. 기술 전문성
2. 문제 인식과 미션 수립
3. **프로토타입**
   - **최소 필수 기능**으로 빠른 프로토타입

   → 가능성 **빠른 시각화**





Anders Stenberg
@SonnyBonds

Sep 30

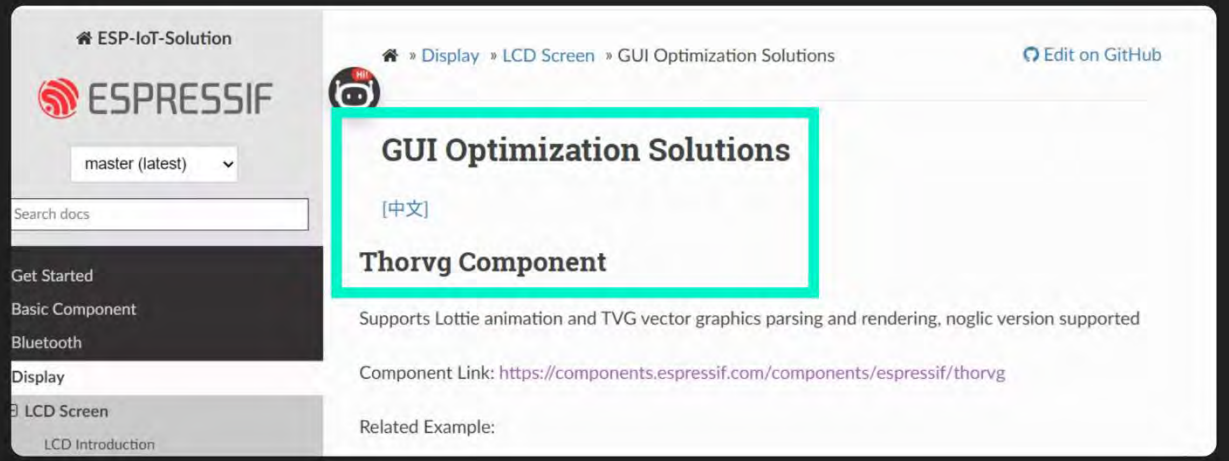
ThorVG seems pretty good. Maybe not as full fledged as Skia, but does seem to support a lot of things and is a lot more lightweight in size and complexity.

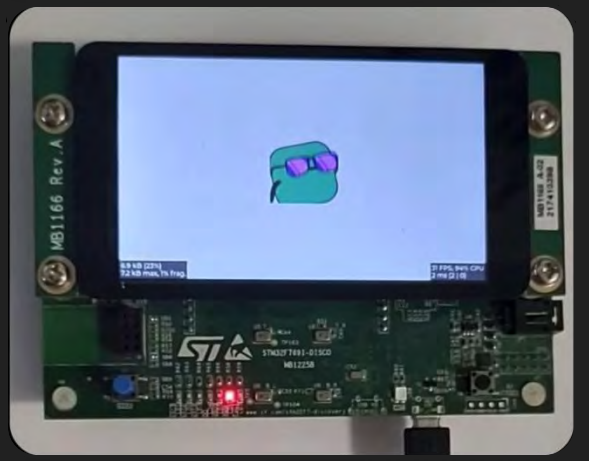
The rabbit hole is taking twists and turns, and now I'm making some kind of vector library shootout. I did not expect ThorVG to actually be quite significantly faster than Skia. (Software rendering, pretty random test case with a single gradient filled polygon.)

pvigier OP • 3y ago

Hi r/proceduralgeneration!

What took the most time was to find a way to draw everything at runtime in C++. I tried a lot of libraries but finally I chose ThorVG which offers features similar to SVG.





syoyo.eth 🌸 レイトラ ® 🐯 7 周年 🎉 @syoyo · May 13

ThorVG, meson だけどコンパイル爆速で 6 秒くらいで終わって良き良き😊

1 3 196

elcritch 5 months ago | parent | next [–]

I'm not sure the performance comparisons, but ThorVG gave me a binary library of 100-200 kb. Also ThorVG doesn't have any external build requirements.

ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

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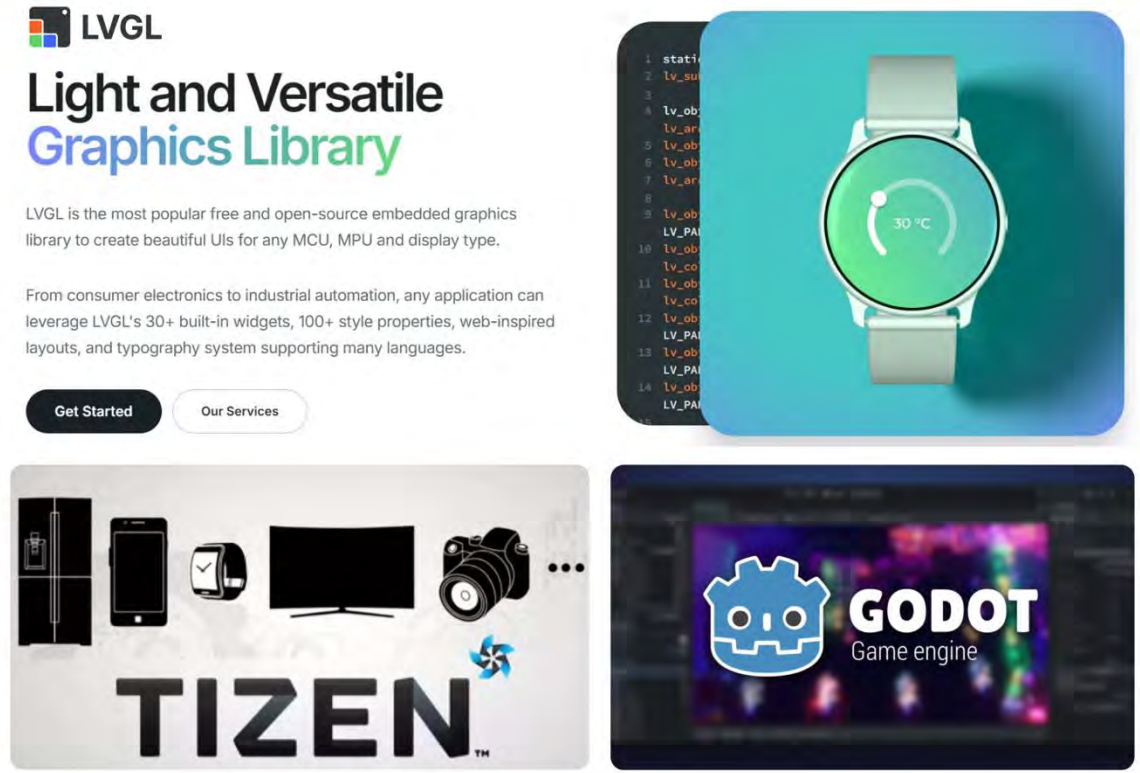
3. 프로토타입
4. **기여자 및 사례 창출**

- **제품 신뢰**와 **생태계 확장** 노력

→ 가까운 **프로젝트** 내지 **커뮤니티와 협업**

→ 핵심 **기여자 육성** 및 **방사형 확장**



LVGL

v9.0

Search docs

Changelog

Previous

Changelog

- Better parallel rendering architecture. See the details here
- Built in display and touch driver: SDL, Linux Frame buffer, NuttX LCD and touch drivers, ST7789 and IL
- Observer allows to bind data to UI elements and create a uniform and easy to maintain API
- GitHub CodeSpace integration makes possible to run LVGL in an Online VSCode editor with 3 click. See
- Add vector graphics support via ThorVG. It can be used to draw vector graphics to a Canvas
- lv_image.h supports aligning, stretching or tiling the image source if the widget is larger or smaller.

Elecrow DIS12824D…	CrowPanel 1.28인치…	Waveshare ESP32-S3…	CrowPanel ESP32 디스…	Waveshare ESP32-S3…	ESP32-S3 개발 보드 1.8…	아두이노 LVGL 와이파이 및 …
₩39,170	₩61,100	₩48,100	₩60,350	₩39,250	₩34,850	₩12,162
DigiKey Sou…	AliExpress	AliExpress	AliExpress	AliExpress	AliExpress	AliExpress

LVGL

Rive - Create and ship interactive animations to any platform

Feature request

ajsb85 Jun 2021

Dear @kisvegabor

Do you know about the Rive App?

Take a look this example by @jctoon

This is an example of a state machine that you can use in Android, because the Rive Android runtime now supports state machines. #Bones #Icons #Characters #Android #StateMachine

kisvegabor May 2023

Hi,

Unfortunately, there isn't much update yet. We are working on reworking the rendering architecture of LVGL and we have a "Vector graphics support" milestone 10 in it.

So in the near future we need to pick an SVG library (I think it wouldn't be reasonable to create our own) and integrate it into LVGL. It could be ThorVG or the engine of rlottie, I'm really not sure yet.

Regarding Rive, it provides some great features for sure (e.g. states), but I need to look into it in more detail.

Hermet_Park Jun 2023

Hello, LVGL could support SVG using ThorVG, and then replace the rlottie part when ThorVG also supports Lottie. It is expected to be released in the coming year. 🙂

GitHub

23' Development Milestone 11

ThorVG is a platform-independent portable library that allows for

kisvegabor

Is ThorVG suitable for MCUs too? Do you know the typical binary size for SVG only?

Hermet_Park 1 Jun 2023

> kisvegabor:
>
> Do you know the typical binary size for SVG only?

I'm not certain about the MCU's compatibility, but if your MCU's build toolchain supports C++14, then ThorVG should work similarly to rlottie. (as far as I know lvgl adopted the rlottie)

Consider the size of ThorVG with only the SVG loader: 192KB. The breakdown is as follow:

text: 182005
data: 9376
bss: 88
dec: 191469
hex: 2ebed
filename: libthorvg.so.0.9.99

Based on this information, I am confident that ThorVG is considerably smaller than other decent SVG engines, even when considering its raster component. You can review the history for more details.

Add support for Lottie animation using ThorVG #9104

Open godotengine/go... #91580

hermet opened on Feb 16, 2024 · edited by Calinou

Edits

- *Related to Implement real-time vector graphics rendering (e.g. SVG, Rive) #2924.*

Describe the project you are working on

I'm the lead of the ThorVG project (www.thorvg.org). ThorVG is dedicated to the development of a vector graphics engine that supports both Lottie animations and SVG

Describe the problem or limitation you are having in your project

Lottie (https://lottie.github.io/) is quite popular and is now the industry-standard format hosted by the Linux Foundation. Similar to SVG, Lottie can be used not only for static but also for animatable vector graphics assets for UI, icons, and in-game content. In most cases, Lottie's feature coverage is quite similar to SVG, but it is smaller and more efficient in terms of interpeting / data size.

Describe the feature / enhancement and how it helps to overcome the problem or limitation

By incorporating Lottie features, it is possible to improve the Godot development environment for various designs/apps demanded in the industry.

Describe how your proposal will work, with code, pseudo-code, mock-ups, and/or diagrams

Godot has already integrated the ThorVG library for SVG features, and ThorVG is prepared for Lottie support as well. There is no heavy lifting required from Godot for this integration. We only need to consider the animation frame control functions in Godot and binding to thorvg, based on the existing interfaces.

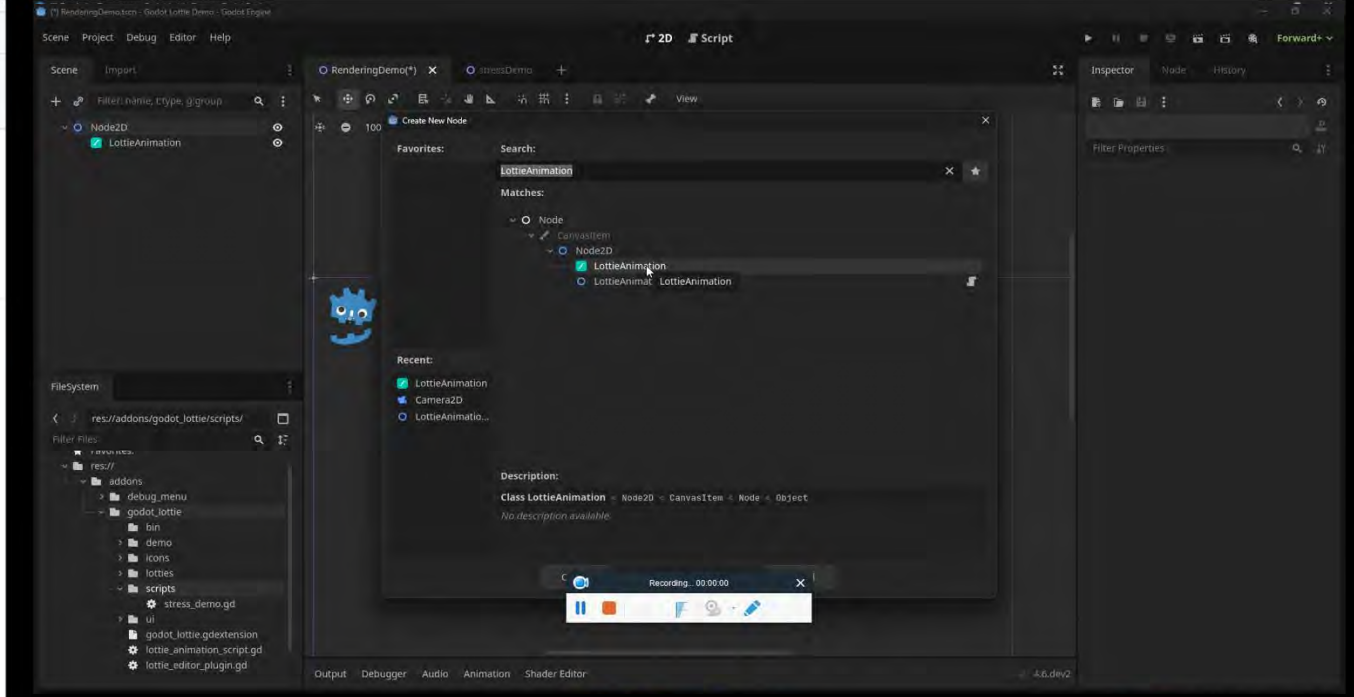
If this enhancement will not be used often, can it be worked around with a few lines of script?

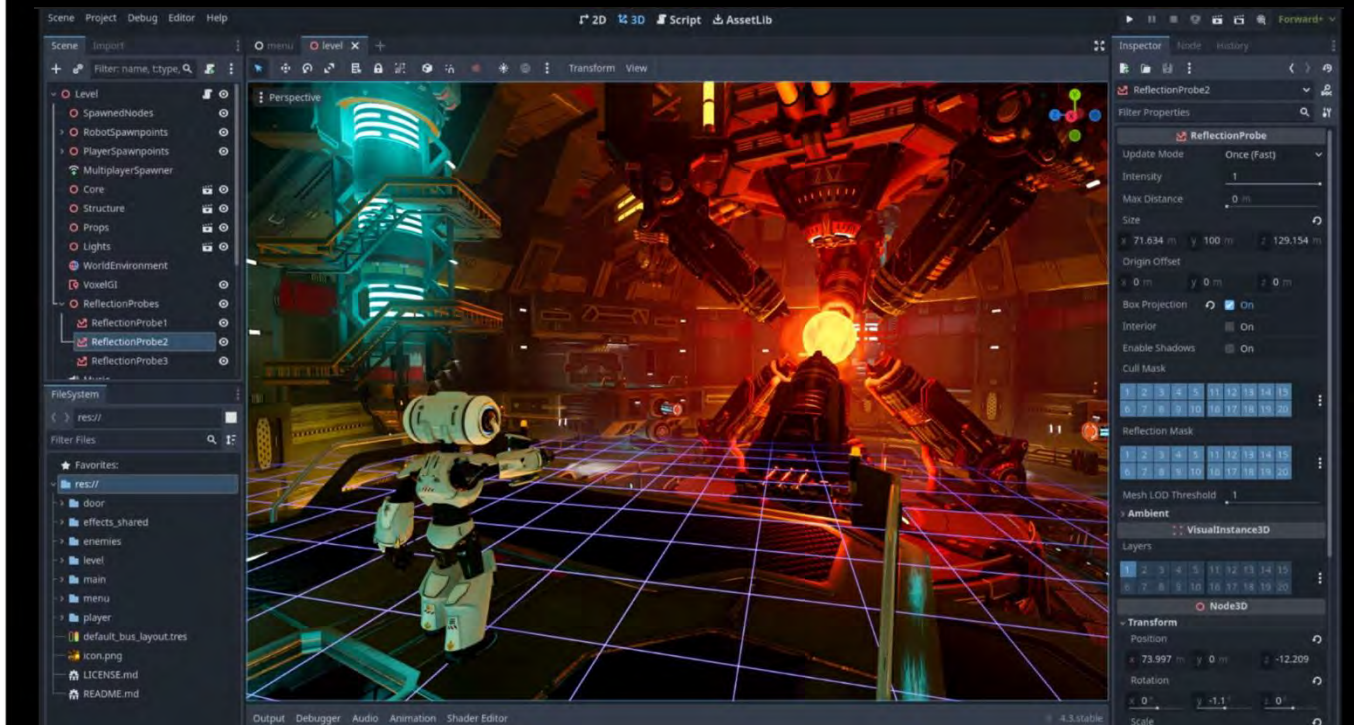
There is no widely preferred animatable 2D vector format. While SMIL exists, it is no longer considered a viable option for products. Alternatively, GIFs or videos could be used in a limited way.

Is there a reason why this should be core and not an add-on in the asset library?

Godot editor also could use the lottie feature for UI assets.

61 27





blender / blender

Code | Issues 6.9k | Pull Requests 1.4k | Packages | Projects 22

SVG Icon Subsystem Design #148669

Open opened 3 days ago by Harley Acheson · 2 comments

Harley Acheson commented 3 days ago • edited — Member

Rendering

Rending of SVG to bitmaps is currently done by NanoSVG. This library is no longer maintained and has a number of shortcomings and missing features.

NanoSVG is missing support for some SVG features, the most important of which is the "style" element. This is similar to HTML style elements where there is a section of the document that overrides inline style tags. Some of the SVGs that users import contain style elements, and can therefore be missing the correct color and other information.

NanoSVG also does not support "mask" and "clippath" elements, which can simplify some designs by hiding parts. We can work around this for our own sources but this can cause issues for importing. There are other elements not supported by NanoSVG, but are much less important, like "image", "text", "defs", "symbol", and "use".

One big feature that I am missing is the ability to determine the bounds of the internal SVG elements, separate from the bounds of the document that they are in. This limitation is why all of our sources currently need to have the same margins, otherwise I can't center them nicely. Perfect placement is much easier if I have the actual design width, height, and offsets.

I'd like to replace the renderer with ThorVG. ThorVG s a project that has been under intensive development recently and will (hopefully) release a 1.0 version soon - currently in pre-release (1.0.0-pre30). It has no external dependencies and can add as little as 300 KB. It is used by Godot and Canva.

Ray molenkamp commented last month • edited

> Release version: 1.0.0-pre30 or whatever is newest of 1.0.0 line

@Hermet-Park can you share a bit on the release plan for 1.0 ? the 1.0 milestone has has an oct31 date on it but the wiki page leads to a dead end

Ideally we don't ship with a -pre release if we can help it so if it's close i'd be happy to wait it out, however if you go yeahh that date is bogus, its nowhere close we may have to start the integration with a -pre release.

a second conc
threads somev
us, are there a

Hermet Park commented 3 weeks ago • edited

@LazyDodo Hi, I recommend starting integrating the latest pre-release (ThorVG 1.0.0-pre30) instead of v0.15, as the pre-release is stable enough, (compared to v0.15.x) more faster, and offers better SVG support. We're working hard on v1.0, but at this point, we can't guarantee an exact release date within this year.

I believe, the APIs are not expected to change much, only minimal differences at the 1:1 mapping level. Once v1.0 is officially released, I believe ThorVG team can help contribute any necessary adjustments to make integration easier for your team, (if necessary).

Regarding TBB, I'm not sure. maybe, maybe not. Currently, I can only say that it can be considered after the v1.0 release. In Blender, you can disable ThorVG internal threading features at build time(for enable: #define THORVG_THREAD_SUPPORT 1), so any such feature can be optionally excluded from the binary. If blender has own task scheduling, you can run ThorVG on it.

👍 2 ❤️ 1

blender

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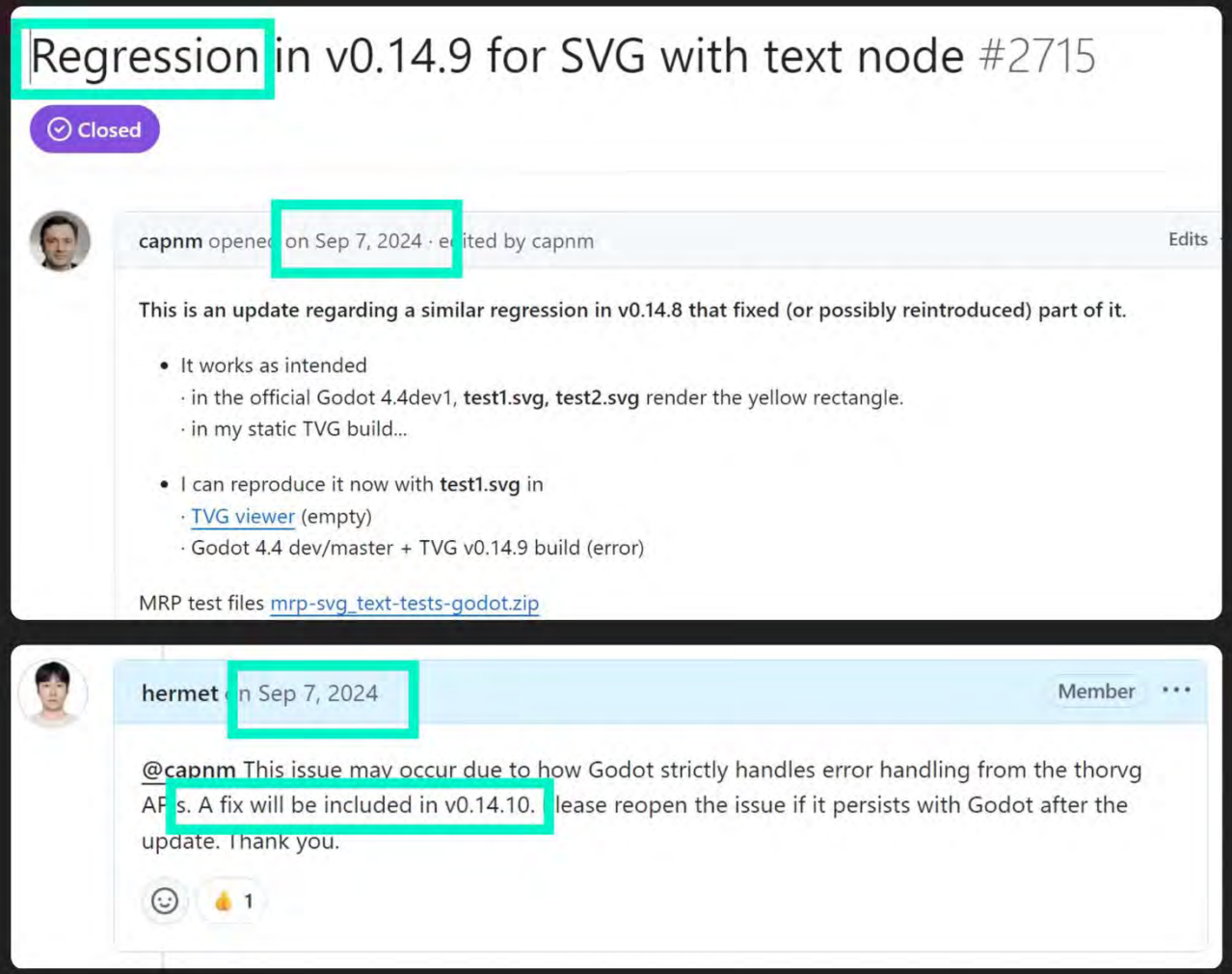
4. 기여자 및 사례 창출
5. 품질 개선과 신뢰 확대

- 참여 가능한 열린 운영, 직접 소통
- 커뮤니티 니즈 우선 충족, 민첩한 대응
- 주기적이고 견고한 소프트웨어 배포

→ 기대와 예측 가능한 프로젝트 → 가능성 확대



25' Development Roadmap

Edit | New page

Hermet Park edited this page on Sep 26 · 89 revisions

Features

- **Binary Format:** Introduce for a new optimized binary format aligned with a new ThorVG Animation spec. Issue #2647
- **Advanced Font & Text:** Advanced features for complex text layout and system fonts. Issue #3397 Issue #2731 Issue #2961
- **Lottie:** Expressions engine support enhancement. Issue #2233 Issue #2256 Issue #2250
- **Lottie:** Add MergePath support. Issue #2769
- **Interactivity:** Pixel-level Hit-Detection support. Issue #3746
- **SceneEffect:** Add Post-processing effects by gl, wg render backends support. Issue #3054
- **Lottie:** Asset Resolver Support Issue #3533
- **Lottie:** Improve the Slot Overriding Features. Issue #2591
- **Lottie:** Add Frames Tweening for state blending support.
- **Lottie:** TrimPath Enhancement and TrimPath Filling support. Issue #3118

Optimization

- **Culling & Partial Drawing:** Reduce the redraw region by merging dirty paint areas within the renderer. Issue #1747
- **Task-Scheduler:** Improving task-scheduling performance for efficient rendering. Issue #1493
- **Clipping(Masking):** Revise the approach with a clip composition generator based on tessellation, not image composition.
- **Multi-Threading:** Support Multi-threading WebGPU / WebGL engine.
- **Dynamic Linking Modules:** Loads the submodules of the ThorVG with the runtime linking. Issue #3096
- **Memory Allocator:** Add Customizable memory allocator support. Issue #2652

Render Backends

- **SIMD Operations:** Enhancing SIMD (Neon/AVX) operations for improved performance. Issue #29, Issue #30
- **Binary Shader:** Store the initially baked shaders in a designated ThorVG folder and reuse them. Issue #2884
- **OpenGL:** Add the runtime binding support Issue #2453

Web

- **Canvas Kit:** Provide support for a toolkit layer with full ThorVG specification APIs. Issue #2736

Infra

- **Unit-Test:** Upgrade(or replace) the ThorVG Unit-test. Issue #2165
- **deb:** Support the official Debian package. Issue #1719
- **brew:** Support the official homebrew package. Issue #1722
- **Unity:** Support Unity Integration as ThorVG.Unity
- **rpm:** Support the official Fedora package.

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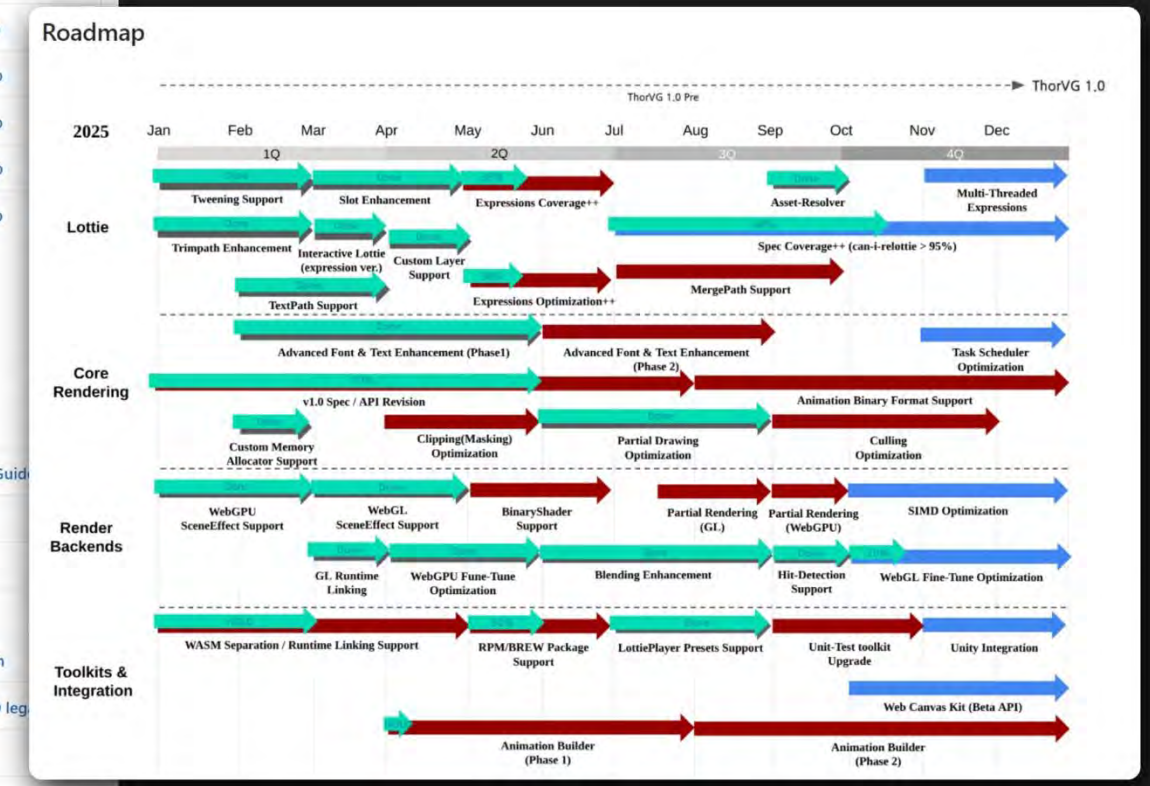
- Package Distrubution
- Release Management
- SVG Support
- ThorVG Coding Convention
- TVG Picture Binary Size (v0 leg
- Unit Tests
- Web Development
- WebGPU Engine Development

+ Add a custom sidebar

Clone this wiki locally

https://github.com/thorvg/thorvg.wik



ThorVG

Following

COLLECTIVE | svg | lottie | vector graphics | + 5 more | Edit Tags

Fiscal Host: Open Source Collective

Thor Vector Graphics is a lightweight portable library used for drawing vector-based scenes and animations including SVG and Lottie. It can be freely utilized across various software platforms and applications to visualize graphical contents.

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Create Contribution Tier

All ways to contribute →

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Transparent and open finances.

All | Expenses | Transactions

2025-Oct Operational Cost of the ThorVG Project
Category Hosting & Subscriptions
from Hermet Park to ThorVG • November 4, 2025
- ₩88,344 KRW
$61.34 USD
PAID

Add tag

Monthly financial contribution to ThorVG
Credit from LottieFiles to ThorVG • November 2, 2025
+ $1,000.00 USD
COMPLETED

CONTRIBUTION #800526 View Details

Financial contribution to ThorVG
Credit from OSSCA to ThorVG • October 30, 2025
+ $815.00 USD
COMPLETED

CONTRIBUTION #896920 View Details

$ TODAY'S BALANCE
$14,791.20 USD

TOTAL RAISED
$15,974.50 USD

TOTAL DISBURSED
$1,183.30 USD

ESTIMATED ANNUAL BUDGET
$17,441.00 USD

ThorVG is all of us

Our contributors 14

Thank you for supporting ThorVG.

All contributors | Team | Financial contributors

MO Moonbreeze Core Contributor	Hermet Park Admin Leave a public message (optional)	Jinny You Core Contributor	Mira Grudzinska Core Contributor	Sergii Liebodkin Core Contributor	Junsu Choi Core Contributor	YOUJIN LEE Core Contributor
Benjamin Halko Core Contributor	Jay Shen Core Contributor	Andy French Core Contributor	LottieFiles $13,000 USD	OSSCA $4,091 USD	Incognito $850 USD	Guest $500 USD

Lars Gäfvert <lars.gafvert@lostminds.com> Mon, Feb 24, 8:36 PM

to me, Martin

Hello,

I've just released my parametric vector design app Paragraphic, relying on the ThorVG implementation in Godot for a lot of the visual rendering. And I just wanted to send you a little more personal thank you for all your work with ThorVG and making it available in Godot.

You can find out more about Paragraphic at https://paragraphic.design <https://paragraphic.design/>

If / when the project starts generating any income I'll be sure to give back vi donations to both Godot and ThorVG. But I'd also like to give you some free license codes to the app right away if you're interested. I picked out the two of you since I recognized your names from the various issues and PRs related to ThorVG in Godot I've seen over the years. But this offer goes to anyone else involved with ThorVG who might be interested.

So thank you again, and just let me know if you or anyone else on the team wants a license code for Paragraphic and I'll send them over right away.

Best regards
/Lars Gäfvert

Paragraphic

Parametric graphic design

ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

1. 기술 전문성
2. 문제 인식과 미션 수립
3. 프로토타입
4. 기여자 및 사례 창출
5. 품질 개선과 신뢰 확대
6. **기술 선도와 경쟁력 강화**
   - 최신 **기술 트랜드**와 발맞춤

→ 오픈소스 **경쟁력 강화** 및 **업계 선두**로 발돋음

WEBGPU EXPERTS

The Best of WebGPU of February 2024

From Creative Visuals to Unreal Engine 5 on WebGPU, let's explore the most exciting WebGPU experiences that have surfaced in the early days of 2024.

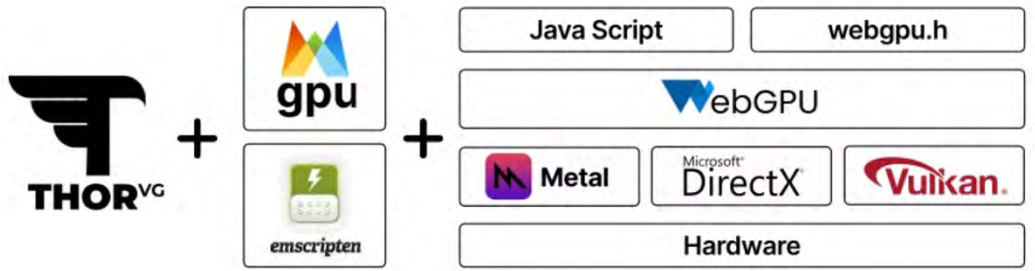
Last updated: February 26, 2024

Lottie Player Embraces WebGPU

Lottie is an open-source animation library that enables designers and developers to add high-quality animations to their web and mobile applications using small, scalable files.

The recent integration of the Lottie Player with ThorVG and WebGPU marks a significant advancement in web animation. This upgrade allows the universal Lottie player to leverage WebGPU's powerful rendering capabilities, achieving unparalleled performance with the potential to reach up to 120 fps.

This development is a positive indicator of WebGPU's growing support among major web services, promising a future where web and mobile animations are smoother, more accessible, and more efficient than ever before (Source).



로티 애니메이션

SVG를 넘어선 차세대 표준 모션 벡터 포맷

THE LINUX FOUNDATION

JOIN

2 MIN READ

Announcing Lottie as a Standard with Lottie Animation Community (LAC) Format Specification Body

THE LINUX FOUNDATION | 31 JANUARY 2024

Lottie Animation Community (LAC) is dedicated to establishing the Lottie File Format as an efficient, scalable and cross-platform animated vector graphics technology and open file format.

SAN FRANCISCO, CA – JANUARY 30, 2024 – We are excited to announce the Lottie Animation Community (LAC), a non-profit open source project hosted by the Linux Foundation, dedicated to establishing the Lottie File Format as an efficient, scalable and cross-platform animated vector graphics technology and open file format.

The evolution and prevalence of Lottie has prompted the need for a formal format specification and democratic change mechanism, to help developers and consumers of the format ensure reliable performance and compatibility across the diverse platforms on which Lottie is used.

LAC was founded by a community of pioneers in recognition of that need. LAC aims to develop a formal Lottie format specification for implementation across renderers and other tools, and works towards the promotion and widespread adoption of the Lottie file format as an industry standard.

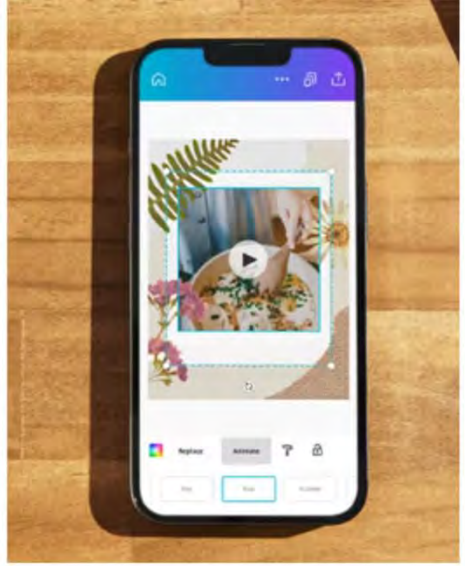
LAC operates as a project under the governance of the Joint Development Foundation, guaranteeing an open, collaborative approach to our standardization efforts. Our work is deeply rooted in transparency, ensuring that everyone in our community has a voice in the development and refinement of the Lottie File Format.

The current LAC steering committee members are Hernan Torrisi, Google, LottieFiles, Airbnb, Salih Abdul-Karim and Gabriel Peal. Our community is growing with new members such as LottieLab, who share our commitment to the advancement of the Lottie File Format.

We invite like-minded organizations and individuals to join us at https://github.com/lottie

Together, we can make the digital world a more animated place.

###



뭐든지 만드는 디자인 플랫폼

Canva 캔바

Canva Enhances iOS Lottie Rendering: 80% Faster and 70% More Efficient with ThorVG

Canva, a leading visual communication platform, is a household name among creators, marketers, designers, students, and more, with millions of users worldwide. It empowers users to create stunning visual content with a user-friendly interface and a vast library of templates and design elements. As Canva continues to innovate, enhancing the performance and efficiency of its rendering pipeline becomes crucial. This is where ThorVG, an open-source vector graphics library, plays a pivotal role.

The power of ThorVG

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Most popular

Working with Lottie Animations
1 Introducing dotLottie: An Open-Source File Format

Working with Lottie Animations

ThorVG 시작과 성장 전략

오픈소스 성공의 핵심 로드맵

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6. 기술 선도와 경쟁력 강화
7. 지속 가능한 프로젝트

- 탄탄한 오픈소스 거버넌스 확립
- 투명성 · 중립성 · 공정성
- 커뮤니티 · 메인테이너들의 지속적 활동 유도

→ 실용 중심의 지속 가능한 기술 생태계 구축

[거버넌스 / 정책]

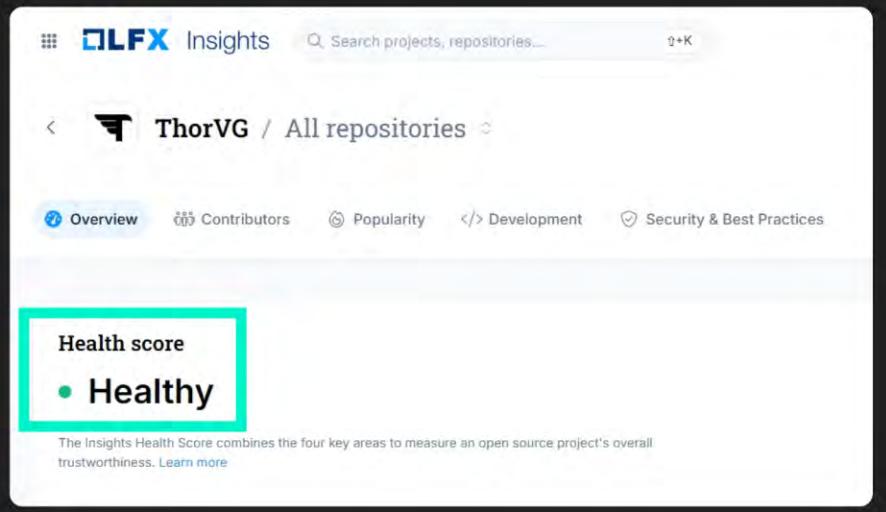
- 라이선스, 행동 지침, 역할과 책임 , 리뷰 정책, 배포 정책

[개발 환경]

- 컨트리뷰션 가이드, CI / TEST 자동화, 개발 가이드 등

[조직 / 재정]

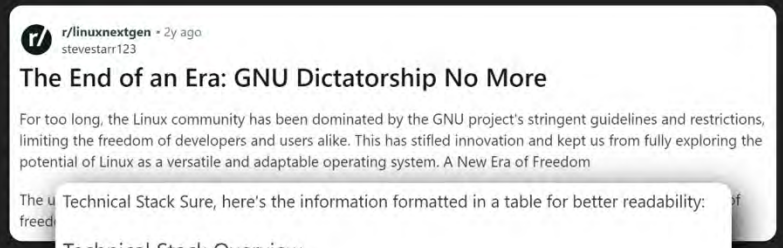
- 스폰서 및 기부 유치, 파운데이션 설립 또는 합류



ThorVG가 스며든 산업 생태계

업계 표준을 목표로 빠르게 성장하는 벡터 그래픽 엔진

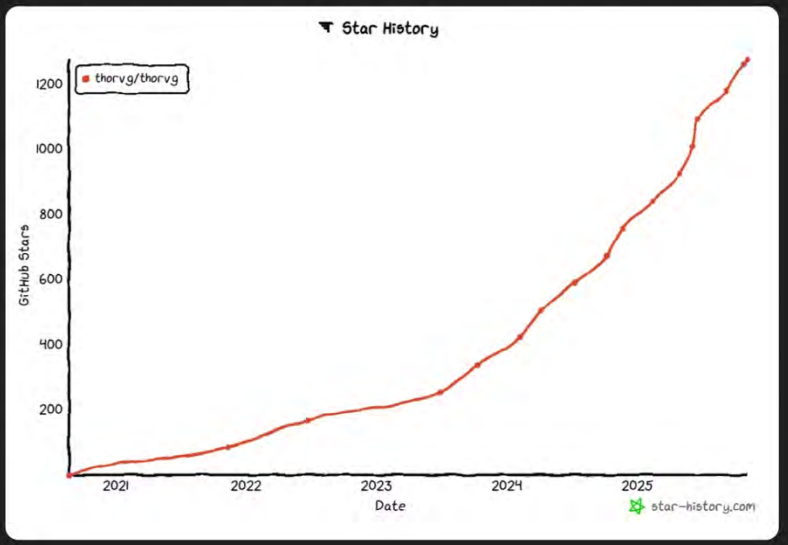
- 디자인 - Blender, Canva, Lottie Creator
- OS - Web, Linux, Windows, Android, Mac / iOS
- 경량 임베디드 - LVGL, Zephyr, OpenVela / NuttX
- 모션 플랫폼 - LottieFiles / dotLottie
- 디바이스 플랫폼 - Tizen, Espressif
- 게임 엔진 - Godot



Technical Stack Sure, here's the information formatted in a table for better readability:

Technical Stack Overview

Component	Technology
Compiler and Runtime Stack	LLVM
C Standard Library	Musl with Scudo
Core Userland	BSD
Build Tools	Cmake and Ninja
2D Graphics Engines	Skia, ThorVG, Blend2D



"글로벌 기술 생태계를 지탱하는 오픈소스"

"단순한 프로젝트가 아닌, 책임과 신뢰의 약속"

감사합니다.

hermetpark@gmail.com