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.webp and .webm are file types for images (pictures) and videos (movies) respectively used commonly on the web.

You probably see them all the time without realising!



They provide features of PNGs like transparency

They provide features of GIFs like animations

They provide features of JPGs like lossy or lossless compression (reduced file size)



The same reason that any new technology that is used on client-based devices isn't used everywhere...

Compatability

When new standards like .webp and .webm are introduced, whilst many web browsers wlil implement the tech quickly, there is a long tail of other browsers that take a long time to get to it.

WebP and WebM is widley supported by more than 95% of users browsers sessions, if you need compatibility with older browsers WebP is not a good solution



There will be a general trend that desktop/laptop browsers will adopt these new technologies more quickly than mobile browsers due to the relatively higher power of desktops/laptops.

For example (with video) H264 is still used in some places even though HEVC/H265 has significant benefits. The same is true for the new video codec AV1.



The final consideration is that any highly compressed media type, whilst much smaller in size for the same quality, will take a much longer time to generate.

After all, packaging the same information in less space just takes a lot of computation and time. There are some cases where you may not feel that you have the initial one-off overhead time.





Or go to the form here.