WebXR API proper

- complements WebGL/WebGPU
- VR/AR life-cycle
  - start & stop immersive & AR modes
  - frame timing
- exposes new inputs
  - head pose for camera
  - Controller pose and buttons (re-uses Game Controller API)
  - Hand tracking
  - transient inputs (like laser pointer): mobile tap or Vision OS click
- exposes platform features like AR plane detection

WebAssembly (WASM)

- near native speed
- just computation, no DOM access nor I/O
- used for physics, game engines & non-webXR AR & SLAM engines
- support for strongly typed languages; around 40 programming languages reportedly compile to WASM
- developer survey: need for improvement in four areas: WASI (WebAssembly System Interface), debugging support, integration with JavaScript and browser APIs, and build tooling
- 2.0 in draft