



**WebGPU**

# WebGPU

is a **new DOM API**  
that lets web content use

**modern GPU APIs** like

**Direct3D**,  
**and Vulkan**,  
**Metal**,  
.

web content

JavaScript

**dom/webgpu**

C++

WebIDL bindings

IPDL bindings

**gfx/wgpu\_bindings**

Rust

command streaming  
error reporting, FFI

**wgpu-core**

Rust

validation, resource tracking, lowering

**wgpu-hal**

Rust

hardware abstraction layer

**Vulkan**

Linux, Android

**Direct3D 12**

Windows

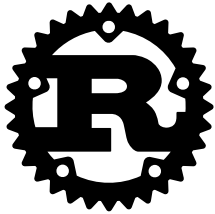
**Metal**

macOS, iOS

Mozilla  
Central  
GitHub  
OS

native applications

any language



**wgpu**

Rust

Rustic API

**wgpu-native**

Rust

FFI-friendly API

**wgpu-core**

Rust

validation, resource tracking, lowering

**wgpu-hal**

Rust

hardware abstraction layer

**Vulkan**

Linux, Android

**Direct3D 12**

Windows

**Metal**

macOS, iOS

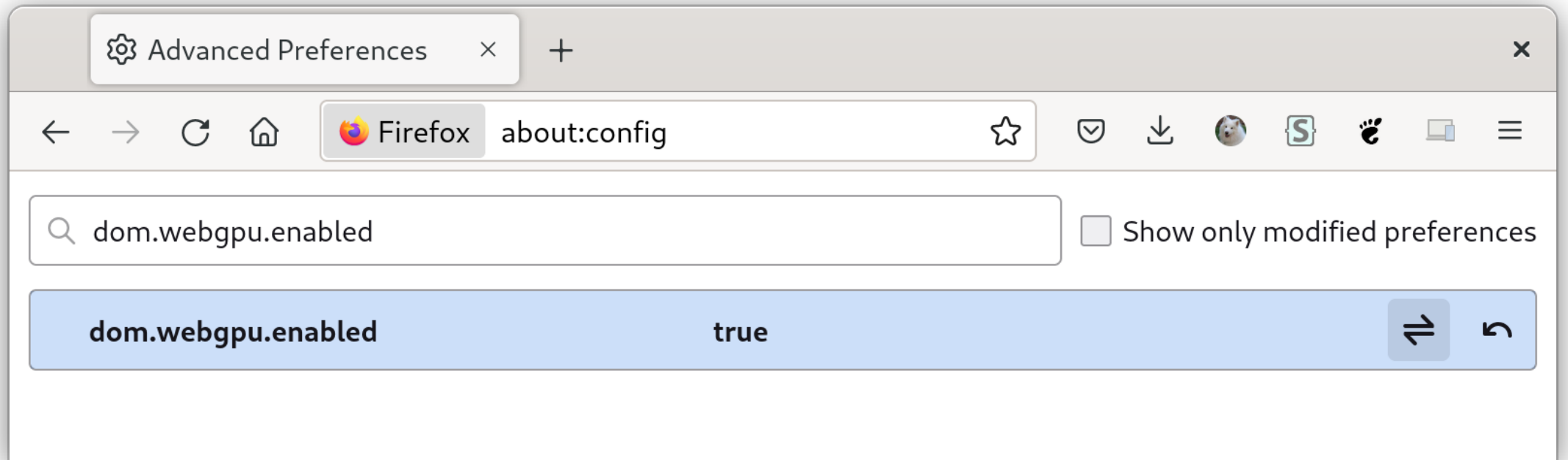
GitHub

OS

command buffers  
and bundles

shader modules  
and pipelines

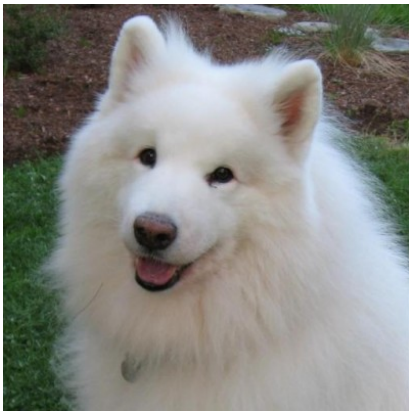
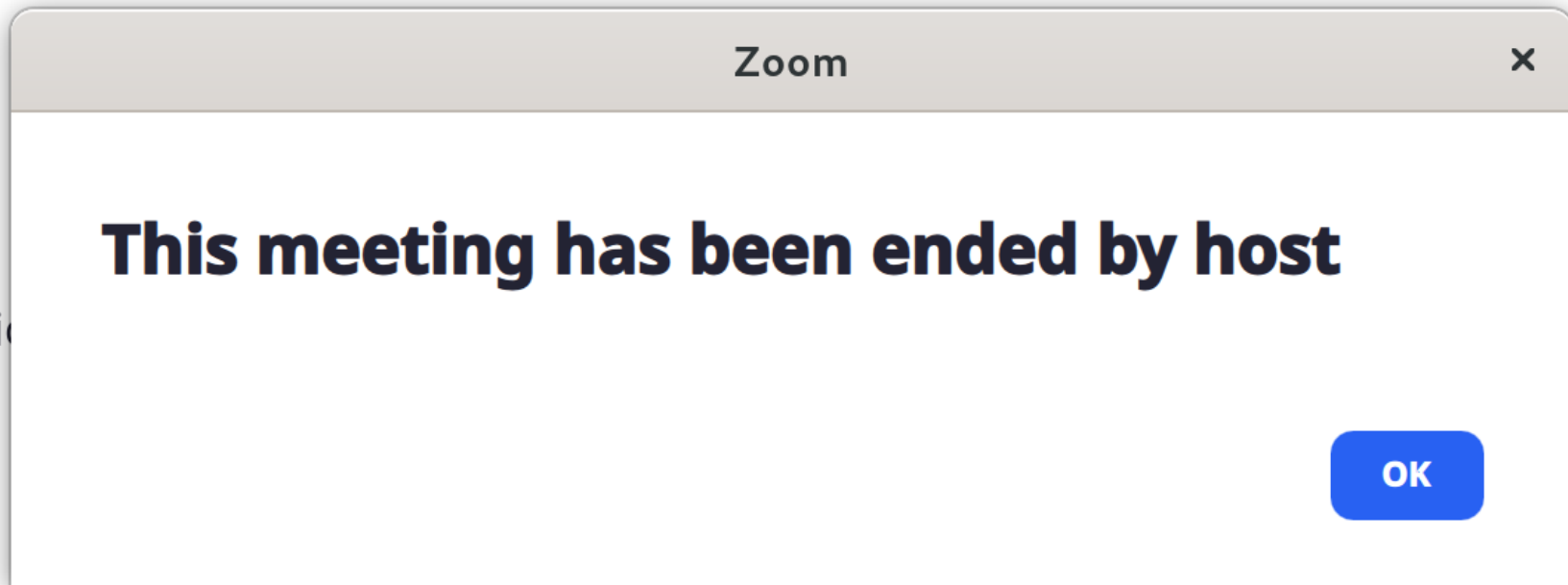
compute pipelines



# wgpu.rs

```
$ git clone git@github.com:gfx-rs/wgpu.git  
$ cd wgpu  
$ cargo run --example shadow
```

# gfx-rs



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