



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

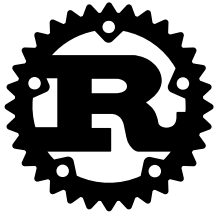
Metal

macOS, iOS

Mozilla
Central
GitHub
OS

native applications

any language



wgpu

Rustic API

wgpu-native

FFI-friendly API

wgpu-core

validation, resource tracking, lowering

Rust

wgpu-hal

hardware abstraction layer

Rust

Vulkan

Linux, Android

Direct3D 12

Windows

Metal

macOS, iOS

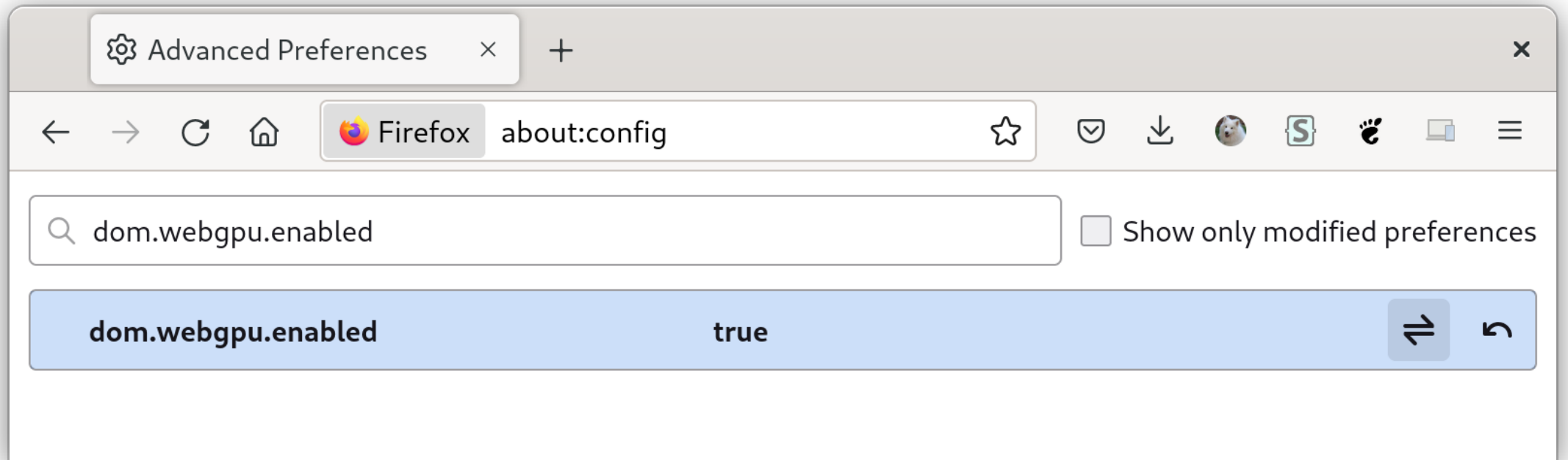
GitHub

OS

command buffers
and bundles

shader modules
and pipelines

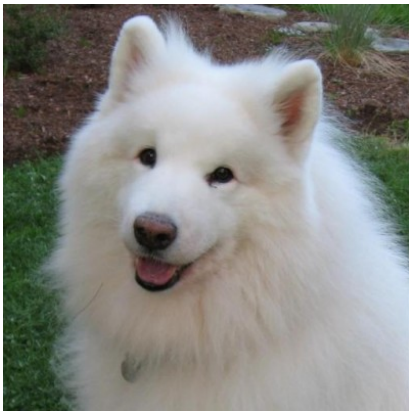
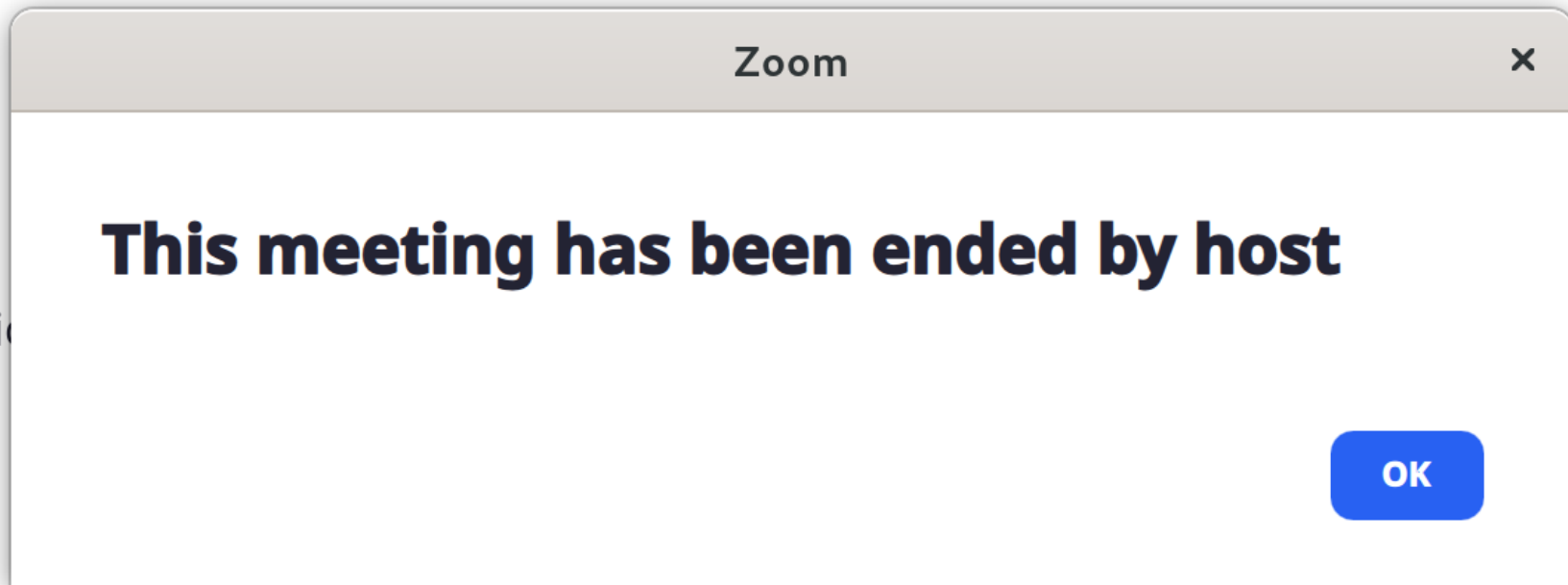
compute pipelines



wgpu.rs

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

gfx-rs



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