



WebGPU @ Mozilla

Status report, Redmond F2F 2020



Spec work

- Programming model, table of contents, workflows
- Investigation discussions...
- (a little bit of) C headers



Evangelism!

https://fosdem.org/2020/schedule/event/rust_webgpu/





Wgpu

- Rewritten resource usage & lifetime tracking
- Support for d3d11
- Much libraries, so ecosystem!
- Pain points:
 - Data uploads
 - timelines



Gecko

Compute all the things!





Bonus: Servo

Compute all the things!

