# WebGPU Virtual F2F 2020

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Mozilla status update

# Firefox

... can present and run most of the examples, see [Hacks Blog](#)

<!-- insert live demo here -->

# wgpu: API features

- Buffer.mapAsync
- Queue.writeBuffer + Queue.writeTexture
- RenderBundle

# wgpu: Validation

- Copy operations
- Bind group layouts
- Pipeline interface (via shader requirements introspection)

# Naga: shader translation

Experimental front-ends:

- WGSL
- SPIR-V
- GLSL

Experimental back-ends:

- SPIR-V
- MSL

# More live demos!

Growing community of users and contributors