WebGPU F2F: Mozilla status

Dzmitry Malyshau
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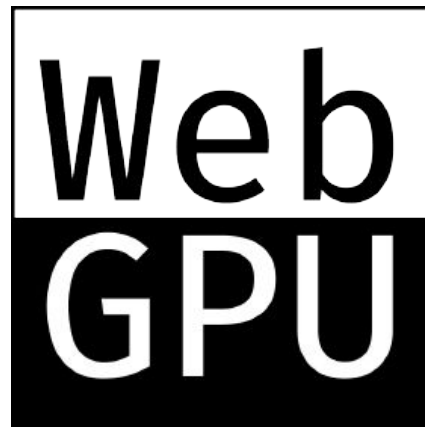
Gecko updates since 2020 June

- *writeBuffer/writeTexture*
- *mapAsync/getMappedRange*
- whole lot of fixes!
- <live demo here>

Wgpu updates since 2020 June

- Read-only depth/stencil
- Compressed texture formats
- Depth-comparison sampler type
- Implicit *BindGroupLayout* support
- (experimental) WGSL shaders
- Error model