

Unity + WebGL

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March 22, 2023



WEBINARS
& MEETUPS





Unity + WebGPU

→ **Experimental WebGPU**

→ **Desktop and (future) Mobile**

→ **Advanced features on the web**

- Graphics accelerated particle systems
- GPU skinning
- Post processing effects
- Compute based GPU culling



Unity + Chrome Partnership Wins

- **Uniformity Analysis Escape Hatch**
- **Increased limits**
 - Compute shader workgroups
 - Writable storage textures
 - Dynamic uniform buffers
- **Research corpus of shaders (hlsl, glsl, spv, wgsi)**
- **Identified shader compiler optimization needs**

Special Thanks

Brendan Duncan

Thank you.



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