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, wgsl)

→ Identified shader compiler optimization needs
Special Thanks

Brendan Duncan
Thank you.

mark.watson@unity3d.com