

dAPP_uP with SvelteKit

Making GPT-4 use WebGPU with SvelteKit
(Unsuccessful)

App Idea

- Users can freely sketch on a canvas that dynamically adjusts to the window's dimensions.
- The app leverages the HTML5 Canvas 2D context for immediate drawing capabilities. It contains placeholders for future integration with the WebGL API, signaling an ambition to harness next-generation graphics rendering.
- The project also offers an undo feature, allowing users to revert recent changes with a CTRL+Z keyboard shortcut.
- Built on the Svelte framework, the app emphasizes a component-centric approach, ensuring modularity and ease of enhancement.
- While currently capitalizing on traditional canvas operations, its structure DOES NOT UTILIZE WebGL.

Conclusion

- The project was unsuccessful. GPT-4 even with the proper plugins could not effectively utilize the WebGPU context.
- Further Testing will be available on our GitHub page. By next week we will successfully utilize the WebGPU context entirely through GPT-4