<just a start here. please feel free to edit, format, add more>

babylon.js (posted in forum, no response [lee])
three.js
stoneberry
bevy
vello
rerun
phet-sim/alpenglow
pixi.js (posted on discord [lee])
use.gpu (connected on discord [lee, mathis])
wonnx
burn
gpu-curtains
strahl
visgl/luma.gl (contacted on github issues [lee])
egregoria
trace-ai burn
https://github.com/Scthe/nanite-webgpu
rendercore - https://www.epj-conferences.org/articles/epjconf/pdf/2024/05/epjconf_chep2024_03035.pdf

pixsplat Manuel Machado
playcanvas (martin valigursky)
tf.js

q5

preprocessors:

so https://github.com/mmgeorge/wgslx https://github.com/toji/wgsl-preprocessor https://github.com/elyshaffir/wgsl_preprocessor https://github.com/jrachele/wgsl-preprocessor

summary doc:
https://nas.thissma.fr/s/Tq59R3Mo7QyY4ry

https://deepkolos.github.io/shader-graph-wgsl/?graph=demoFlowMap a node based wgsl shader editor

https://github.com/mikbry/awesome-webgpu curated list of webgpu stuff, but quite outdated unfortunately

https://github.com/wgslsmith/wgslsmith grad thesis implementing a randomized testing of wgsl implementations, also has his thesis paper

https://github.com/patriciogonzalezvivo/lygia idk if you know that, they claim to be the largest reusable shader library (not wgsl). I can believe it

some project sizes:
Bevy_pbr is ~100 files and 12 folders
[kajiya](https://github.com/EmbarkStudios/kajiya/tree/main/assets/shaders/) is 182 files and 23 folders [Babylon.js
core](https://github.com/BabylonJS/Babylon.js/tree/master/packages/dev/core/src/Shaders) is 284 files and 1 folder [Babylon.js
materials](https://github.com/BabylonJS/Babylon.js/blob/master/packages/dev/materials/src/lava/lava.vertex.fx) is 63 files and 15 folders
[three.js](https://github.com/mrdoob/three.js/tree/dev/src/renderers/shaders) is 131 files and 2 folders [pixijs](https://github.com/pixijs/pixijs) is very hard to analyze, since their shaders are scattered throughout the project
[use.gpu](https://gitlab.com/unconed/use.gpu/-/tree/master/packages/wgsl) is 135 files and 26 folders
[luma.gl](https://github.com/visgl/luma.gl/tree/db17c58d459c938aa627c089b8af85c8722740ac/modules) is hard to analyze, since their
[shaders](https://github.com/visgl/luma.gl/blob/db17c58d459c938aa627c089b8af85c8722740ac/modules/engine/src/modules/picking/color-picking.ts) are scattered. At most 479 files and 174 folders [lygia](https://github.com/patriciogonzalezvivo/lygia) is 1720 files and 43 folders