

Vulkan Tutorial

Introduction

Resources

- Local Installation

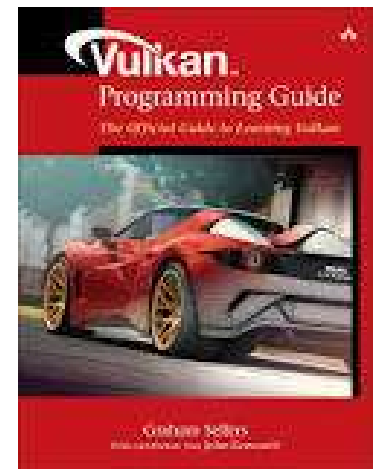
- LunarG SDK Download from LunarXchange: <https://vulkan.lunarg.com>
 - Tutorial and Sample Code

- Online

- Tutorial – LunarXchange: <https://vulkan.lunarg.com>
- Tutorial & Sample Code – GitHub:
<https://github.com/LunarG/VulkanSamples>

- Book

- “Vulkan Programming Guide” – Graham Sellers



Vulkan: Another Step in Graphics API Evolution

- OpenGL
 - Fixed-function pipeline to programmable pipeline
 - Shaders!
- Vulkan
 - Introduced “somewhat programmable” drivers
 - Applications take more control of resources and hardware
 - With that power comes responsibility
- Vulkan: Bad GPU behavior can’t always be blamed on the driver