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Agenda: [Vulkanised Event page](#)

Discord: <https://discord.gg/YdKn9YnF>

Twitter: @VulkanAPI [Use #vulkanised]

Slack: <https://khronosdevs.slack.com> [Vulkan Channel]

Reddit: <https://www.reddit.com/r/vulkan>

Github: <https://github.com/khronosgroup> [search for Vulkan]

Stackoverflow: <https://stackoverflow.com/questions/tagged/vulkan>

Forums: <https://community.khronos.org>

A recording of Vulkanised, as well as the slides, will be shared on the [event page](#) soon!

Day 1 Presentation Information

Ensure Correct Vulkan Synchronization by Using Synchronization Validation

Presenters: Jeremy Gebben & John Zulauf, Lunar G

- Contact John Zulauf: @jzulauf on the Vulkan KhronosDevs slack channel
 - <https://app.slack.com/client/TDMDFS87M/CDTJ9BELF>
- Report bugs or make feature requests here:
 - <https://github.com/KhronosGroup/Vulkan-ValidationLayers>
- Guide to Vulkan Synchronization
<https://www.lunarg.com/news-insights/white-papers/guide-to-vulkan-synchronization-validation/>

- Synchronization2 Validation
<https://www.lunarg.com/news-insights/white-papers/vulkan-synchronization2-validation/>

Building a Vulkan Layer in Symbiose Within the Vulkan Ecosystem

Presenter: Christophe Riccio, LunarG

- Whitepaper:
<https://www.lunarg.com/wp-content/uploads/2021/09/Vulkan-Layer-Symbiosis-within-the-Vulkan-Ecosystem.pdf>
- Whitepaper
<https://www.lunarg.com/vulkan-layer-symbiosis-within-the-vulkan-ecosystem-new-white-paper/>
- Whitepaper:
<https://www.lunarg.com/wp-content/uploads/2021/09/Enhanced-Devsim-15Sept2021.pdf>

Day 2 Presentation Information

Vulkan Fast Forward - New features and Directions

Presenter: Tom Olson, Arm and Vulkan Working Group Chair

- Eric Berdahl describes the technology behind Adobe Premiere Rush:
<https://youtu.be/5rxQ77nZits?t=21980>
- Jerran Schmidt blog on Autodesk Fusion 360:
<https://www.khronos.org/blog/vulkan-for-cloud-based-transient-compute>
- The new, improved Vulkan home page: <https://www.vulkan.org>
- The official Vulkan Youtube channel: <https://www.youtube.com/vulkan>
- The Vulkan Samples repository: <https://github.com/KhronosGroup/Vulkan-Samples>
- Daniel Koch's blog on the final Vulkan Ray Tracing extensions:
<https://www.khronos.org/blog/vulkan-ray-tracing-final-specification-release>
- The Video TSG's blog on provisional Vulkan Video extensions:
<https://www.khronos.org/blog/an-introduction-to-vulkan-video>
- Give us your feedback on the video extensions here:
<https://github.com/KhronosGroup/Vulkan-Docs/issues/1497>
- NVIDIA beta drivers with Vulkan Video support:
<https://developer.nvidia.com/vulkan-driver>
- All-purpose portal for making us aware of issues:
<https://github.com/KhronosGroup/Vulkan-Docs/>

Case Study: The NAP Framework and Vulkan

Presenter: Coen Klösters, Naivi

- <https://blog.napframework.com/2020/porting-nap-opengl-to-vulkan/>
- <https://blog.napframework.com/2020/nap-snapshots/snapshot>
- <https://www.napframework.com>
- <https://github.com/napframework/nap>

Vulkan SDK and Ecosystem Updates

Presenter: Karen Ghavam, LunarG

- How to write a layer to be configured by vkconfig (white paper):
<https://www.lunarg.com/wp-content/uploads/2021/09/Vulkan-Layer-Symbiosis-wit-hin-the-Vulkan-Ecosystem.pdf>
- Using Vulkan Debug Printf (white paper):
<https://www.lunarg.com/news-insights/white-papers/using-debug-printf/>
- Khronos Portability Blog:
<https://www.khronos.org/blog/new-release-of-vulkan-sdk>
- Creating Portable Vulkan Applications Using Devsim: Using the Device Simulation Layer to target a hardware ecosystem (white paper):
<https://www.lunarg.com/wp-content/uploads/2021/09/Enhanced-Devsim-15Sept2021.pdf>

The New Optimized ASTC texture Compressor (astcenc)

Presenter: Pete Harris, Arm

- Project for astcenc on GitHub
 - : <https://github.com/ARM-software/astc-encoder>
- Please raise any questions/issues on the GitHub issues page where possible.
- If you have issues you cannot share publicly please contact our developer relations team at developer@arm.com.
- Find out more information about Mali GPUs and our other developer tools at <https://developer.arm.com/graphics>.

Shader Compilation Pipeline in Baldur's Gate 3

Presenter: Mikhail Korolev, Larian Studios

Vulkan Portability and MoltenVK - Layering Vulkan Over Metal.

Presenter: Bill Hollings, Lead Developer of MoltenVK, Brenwill Workshop

Android GPU Inspector 2.0 - Profiling at a Vulkan render pass level

Presenter: Pau Baiget and Francesco Carucci, Google

- AGI download and documentation page: <https://developer.android.com/agi>
- AGI open-source project (Contributions are welcome!): <https://github.com/google/agi>

BasisU Texture Compression + KTX2

Presenter: Sascha Willems, Independent Software Developer

- Khronos Texture Format: <https://www.khronos.org/ktx/>
- Compressed image format device coverage: <https://vulkan.gpuinfo.org/listoptimaltilingformats.php>
- Texture compression Vulkan sample: <https://github.com/KhronosGroup/Vulkan-Samples>
- Basis Universal source code repository: https://github.com/BinomialLLC/basis_universal

Ask the Vulkan Experts - Open Q&A Session

Chaired by: Piers Daniell, NVIDIA

Panelists: Tom Olson, Arm; Karen Ghavam, LunarG; Francesco Carucci, Google; Ralph Potter, Samsung; Steve Winston, Holochip

We'd like to continue the conversation when this webinar ends. Please join us on the Vulkan Discord channel! <https://discord.gg/YvpPTpPw>