

Vulkan Programming Guide The Official Guide To Learning Vulkan Opengl

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Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API contributor Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language.

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Vulkan Programming Guide. Example code: This is the repository where the example code for the Vulkan Programming Guide will live. Bare with us while we polish it public display. We will be with you shortly...

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Vulkan is a low- overhead, cross-platform 3D graphics and computing API. Vulkan targets high-performance realtime 3D graphics applications such as video games and interactive media across all platforms. Compared to OpenGL, Direct3D and Metal, Vulkan is intended to offer higher performance and more balanced CPU / GPU usage.

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