Vulkan Developer Resources

Tools, docs, educational resources and support available for Vulkan developers

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Vulkan Developer Resources - Overview

- Three main sources for Vulkan developer resources
  - Khronos managed resources: hosted on Khronos Github and vulkan.org
  - Member contributed resources: Hosted on member Github and web sites
  - Public contributions: Many open source Vulkan-based projects on Github

- Includes
  - Dev tools: SDKs/tools/engines/libraries/language bindings
  - Learning resources:
    - Documentation
    - Tutorials
    - Case-studies
    - Sample code
    - Videos presentations
    - Blogs
  - Community: Discussion forums, Github
  - Regular updates: Vulkan.org news feed, Vulkan news letter

- See Vulkan.org website for a map of all of the above

Vulkan is the only open standard modern GPU API

- Under multi-company governance
- Supported by all major GPU vendors
- Cross-platform support reduces developer porting effort and costs
- Used extensively by games and applications
Developing with Vulkan - the Basics

**Vulkan SDK**
- Tools
- Documentation
- Validation layers
- Getting Started Guide
- And more...

**IHV Resources**: Drivers, platform-specific SDKs, debuggers, profilers and more

More information: [vulkan.org/tools](http://vulkan.org/tools)

Note: The version of Vulkan available will depend on platform and vendor
Jump-starting Application Development

Leverage existing open source Vulkan code via Vulkan-based:

- Engines
- Frameworks
- Helper libraries
- Language bindings

More information: vulkan.org/tools
Learning Vulkan

Many Khronos and community supported resources are available for both novice and expert developers - including:

- **Khronos supported**
  - The [Vulkan Specification](#)
  - LunarG’s [Vulkan SDK](#) (includes getting-started guide)
  - [Vulkan Guide](#)
  - [Vulkan Tutorial](#)
  - [Vulkan Sample Code](#)
  - Vulkan Video Presentations/blogs

- **Vendor and Community supported**
  - [Vendor best practices](#)
  - [Vulkan Tutorials](#)
  - 3rd party sample code
  - Vulkan graphics lecture series, case studies, etc.

More information: [vulkan.org/learn](#)
Cross-platform support

- **Vulkan Portability Initiative**
  - Fights platform fragmentation by enabling the consistent use of layered implementations of Vulkan functionality over Metal, DX12 and other APIs

- **Porting layers**
  - Tools to make it easy to run popular graphics APIs on top of Vulkan

More information: [vulkan.org/porting](vulkan.org/porting)
Join the Vulkan Community

Get your questions answered by the experts by participating in one of the Vulkan community discussion forums:

- Vulkan Official Discord
- Vulkan Slack
- Khronos Github
- Vulkan channels on popular technical forums (Reddit, stackoverflow)
- Follow us on Twitter, Youtube

More information: vulkan.org/#join-our-community
Contributing

Khronos welcomes community contributions. Here’s how:

- **Khronos Hosted** [Github](https://github.com)
  - Khronos hosts and maintains several public repos for Vulkan:
    - The Vulkan spec ([Vulkan_docs](https://github.com/KhronosGroup/Vulkan_docs))
    - Vulkan Documentation ([vulkan_guide](https://github.com/KhronosGroup/vulkan_guide))
    - Vulkan samples ([vulkan_samples](https://github.com/KhronosGroup/vulkan_samples))
    - Many tools, layers, tutorials
  - The public community can contribute via
    - Submitting issues
    - Suggest improvements

- **Join Khronos as a Member**
  - Promoter/contributor levels: Directly influence the Vulkan spec (with voting rights)
  - Associate/Academic levels: Advise the Working Group on future evolution topics (no voting rights)

- **Contribute to the many community supported open source Vulkan projects**
  - Engines
  - Frameworks
  - Libraries
  - Language bindings
  - More information at [vulkan.org/tools](https://vulkan.org/tools)
Stay Updated

Khronos provides regular updates to keep you current on the latest Vulkan developments:

- **Vulkan News**
  - Hosted on [vulkan.org](https://vulkan.org)
- **Vulkan News Letter**
  - Sign up to our mailing list
Welcome Reception at Augustiner Brau
(Augustiner Bräustuben)
18:00
Thank You!

Vulkan.org