

 **Vulkanised 2023**

The 5th Vulkan Developer Conference
Munich, Germany / February 7–9

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

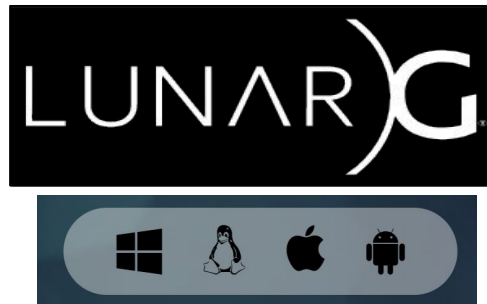
Vulkan is the only open standard modern GPU API

- 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



Note: The version of Vulkan available will depend on platform and vendor

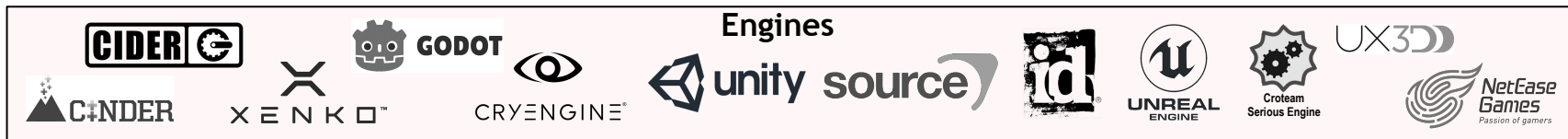
More information: vulkan.org/tools

Jump-starting Application Development



Leverage existing open source Vulkan code via Vulkan-based:

- [Engines](#)
- [Frameworks](#)
- [Helper libraries](#)
- [Language bindings](#)

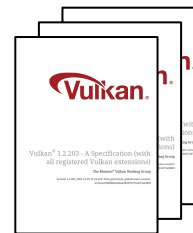


More information: vulkan.org/tools

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.



Vulkan 1.0
February 2016



Vulkan 1.1
March 2018



Vulkan 1.2
January 2020



Vulkan 1.3
March 2022

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



Windows and Linux
Desktops and Cloud



Mobile



Game Streaming
Platforms



Gaming
Platforms



macOS

Apple Platforms
(via translation layer)

More information: 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](#)**
 - Khronos hosts and maintains several public repos for Vulkan:
 - The Vulkan spec ([Vulkan docs](#))
 - Vulkan Documentation ([vulkan guide](#))
 - Vulkan samples ([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](#)

Stay Updated

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

- [Vulkan News](#)
 - Hosted on vulkan.org
- [Vulkan News Letter](#)
 - Sign up to our mailing list



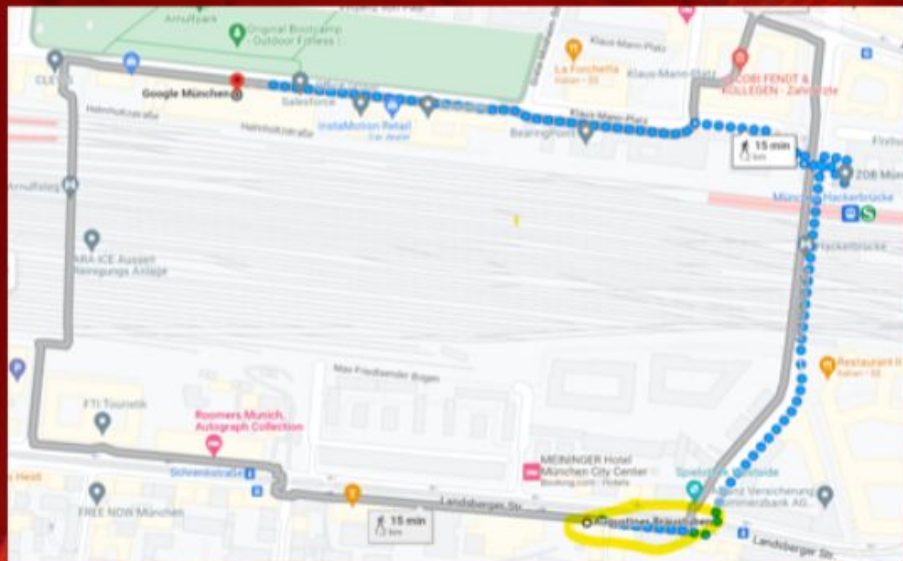
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Welcome Reception at Augustiner Brau

(Augustiner Bräustuben)

18:00



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Thank You!



[Vulkan.org](https://vulkan.org)