

# Vulkan Fan? Six Reasons to Run It on NVIDIA

Author: Ethan Einhorn

Many different platforms, same great performance. That's why Vulkan is a very big deal.

With the release Tuesday of Vulkan 1.3, NVIDIA continues its unparalleled record of day one driver support for this cross-platform GPU application programming interface for 3D graphics and computing.

Vulkan has been created by experts from across the industry working together at the Khronos Group, an open standards consortium. From the start, NVIDIA has worked to advance this effort. NVIDIA's Neil Trevett has been Khronos president since its earliest days.

"NVIDIA has consistently been at the forefront of computer graphics with new, enhanced tools, and technologies for developers to create rich game experiences," said Jon Peddie, president of Jon Peddie Research.

"Their guidance and support for Vulkan 1.3 development, and release of a new compatible driver on day one across NVIDIA GPUs contributes to the successful cross-platform functionality and performance for games and apps this new API will bring," he said.

With a simpler, thinner driver and efficient CPU multi-threading capabilities, Vulkan has less latency and overhead than alternatives, such as OpenGL or older versions of Direct3D.

If you use Vulkan, NVIDIA GPUs are a no-brainer. Here's why:

Look for more details about our commitment and leadership in Vulkan on NVIDIA's Vulkan web page . And if you're not already a member of NVIDIA's Developer Program , sign up. Developers can download new tools and drivers from NVIDIA for Vulkan 1.3 today.

Original URL: <https://blogs.nvidia.com/blog/2022/01/25/vulkan-nvidia/>