



DEPARTMENT OF INFORMATICS

TECHNISCHE UNIVERSITÄT MÜNCHEN

Master's Thesis in Informatics: Games Engineering

Evaluation of Rendering Optimizations for Virtual Reality Applications in Vulkan

Author:	Paul Preißner
Supervisor:	Prof. Gudrun Klinker, Ph.D.
Advisor:	M.Sc. Sven Liedtke
Submission Date:	February 15 2020

Project files & supplemental data

