

The background is a vibrant digital illustration of a city skyline at sunset or sunrise. The sky transitions from a deep blue at the top to a warm orange and yellow near the horizon. Several tall, modern skyscrapers are visible, some with glowing windows. A large, stylized white logo, resembling a stylized 'S' or a globe, is positioned at the top center. In the foreground, there's a green field with some trees. A white bird is flying in the sky. Two circular insets are on the left: the top one shows a plant with green and brown leaves, and the bottom one shows a dark, abstract, possibly architectural or natural form.

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VULKAN RAY TRACING WITH DYNAMIC RENDERING

The Vulkan logo consists of a white, stylized, curved shape resembling a flame or a drop, followed by the word "Vulkan" in a bold, white, sans-serif font. A registered trademark symbol (®) is located at the end of the word.

Vulkan®

JOSE EMILIO MUNOZ-LOPEZ (ARM)
STEVE WINSTON (HOLOCHIP)



- All the content will soon be available as part of Khronos' Vulkan Tutorial
 - <https://github.com/KhronosGroup/Vulkan-Tutorial>
- In the meantime, you may access the content presented today in this Pull Request
 - <https://github.com/KhronosGroup/Vulkan-Tutorial/pull/145>

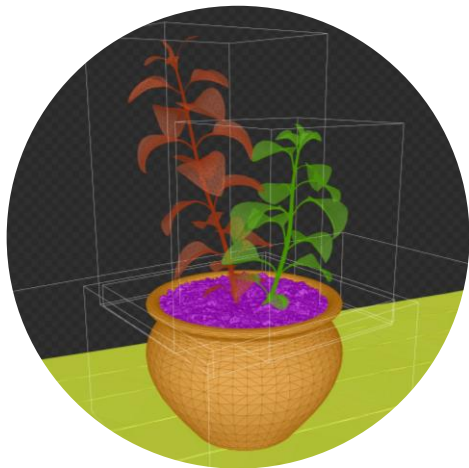




[attachments/38_ray_tracing.cpp](#)



[attachments/38_ray_tracing.slang](#)



BUILD AND RUN!



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Re-build and Run!

Use

```
#define LAB_TASK_LEVEL 4
```



```
cd attachments
```

```
cmake --build build --target 38_ray_tracing -parallel
```

```
start .\build\38_ray_tracing\Debug\38_ray_tracing.exe -wo .\build\38_ray_tracing\
```



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- Complete the full Vulkan Tutorial at <https://github.com/KhronosGroup/Vulkan-Tutorial>
- Find more Vulkan documentation and resources at <https://www.khronos.org/vulkan>
- Read Arm's Vulkan Best Practice guide at <https://developer.arm.com/mobile-graphics-and-gaming/vulkan-api-best-practices-on-arm-gpus>
- Download RenderDoc at <https://github.com/baldurk/renderdoc>
- Download NVIDIA Nsight Graphics at <https://developer.nvidia.com/nsight-graphics>
- Learn more about the Slang shading language at <https://shader-slang.org>

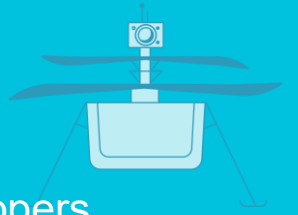


arm Developer Program

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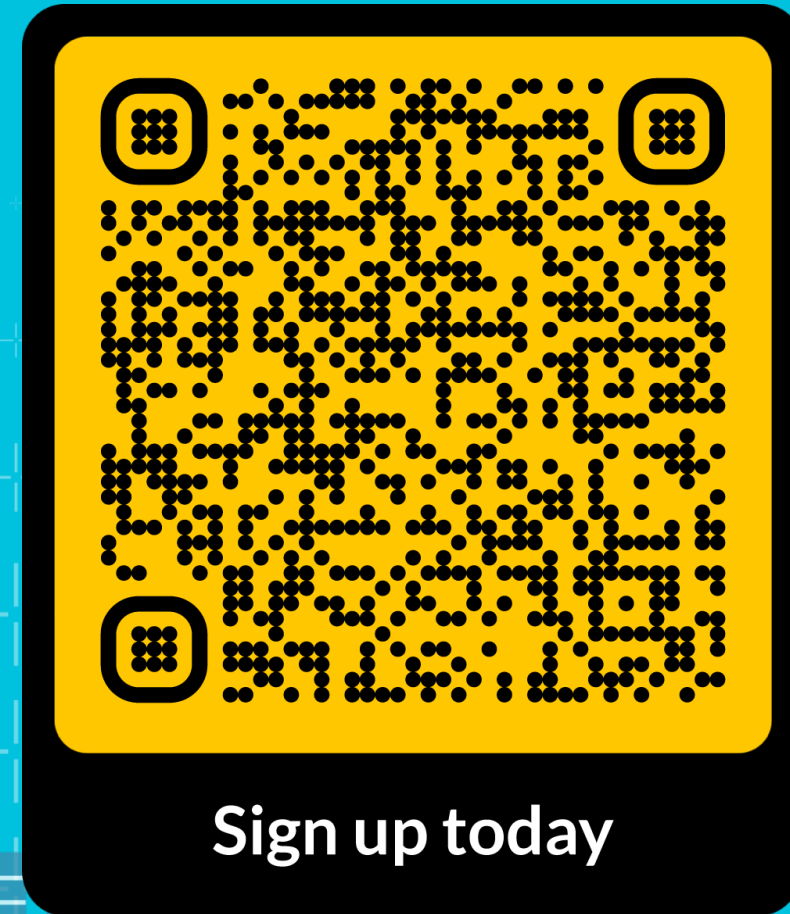
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THANK YOU!



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