How to learn Vulkan

https://www.jeremyong.com/c++/vulkan/graphics/rendering/2018/03/26/how-to-learn-vulkan/

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Why you learning Vulkan?

1. Vulkan performs better
2. Vulkan provide a more viable cross-platform solution(MoltenSDK is open sourced)
3. Vulkan is of course shiny things
4. Vulkan can be multithreaded programming
5. Vulkan is less about graphics, and more about GPU drivers at its core.
   1. Vulkan not provide how to cascaded shadow map works
   2. Vulkan is not screen-space-relections
   3. Vulkan is not how indirect lighting is done.
6. Vulkan is very broad and deep but it is logical
7. Learning Vulkan means jumping into a very large codebase.
8. Vulkan is best by using C++ instead of interpreted languages, why?
   1. The overhead of the extra function calls will add up and potentially offset the performance.