**Swap chain overview**

**A blackboard with white text and colorful squares

Description automatically generated**

Mailbox method produces less latency, freshest image after input, although uses extra resources. High power usage for mailbox, so not suited for mobile applications.

Render pass:

A blackboard with text and pictures

Description automatically generated

**Command buffers**

**A blackboard with writing on it

Description automatically generated**

Vulkan must record the function calls in a command buffer then submit them to be executed in a device queue. Allow a sequence of commands to be recorded once and reused as opposed to OpenGL where draw commands are repeated every frame.

A diagram of a life cycle

Description automatically generated

A blackboard with white text and writing

Description automatically generated

Simple way is to have 1 command buffer per framebuffer.

A computer screen with text and words

Description automatically generated with medium confidence

Primary cannot be called by other command buffers but can be submitted. Secondary can be called by other command buffers but not be submitted.

A screenshot of a computer program

Description automatically generatedIndex 0 is the color attachment, index 1 is the depth attachment.

A blackboard with writing on it

Description automatically generated

Inline means no secondary CBs are called.

A screenshot of a computer

Description automatically generated