



# Qt 6 Graphics (from QRhi perspective)

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Qt

# Contents

**In-progress and planned (or at least known) TODO items are in red throughout the presentation.**

- › Removing direct OpenGL usage in Qt 6.0
- › RHI + shader pipeline
- › Qt Quick, Qt Quick 3D
- › What else
- › Research items



# Removing direct OpenGL usage

- › No direct OpenGL usage in Qt 6.0 modules.
  - › Minimum: in Qt Quick and Qt Quick 3D
  - › Ideally: in most places

# Removing direct OpenGL usage

- › QOpenGL\* conveniences (not context+functions) **move out from QtGui/Widgets**
  - › **purge then reuse** existing QtOpenGL module
  - › incl. OpenGL paint engine and QOpenGLWidget and backingstore bits and examples and ... (domino effect?)
- › **ANGLE to be removed** from Qt



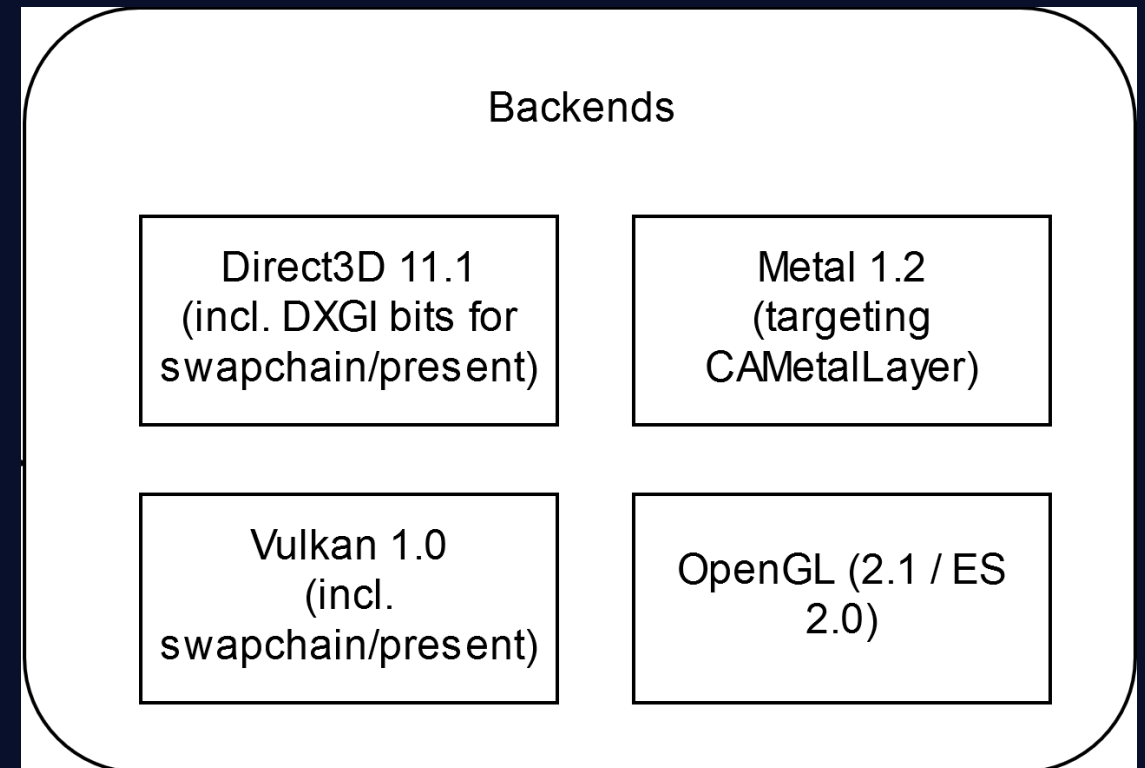
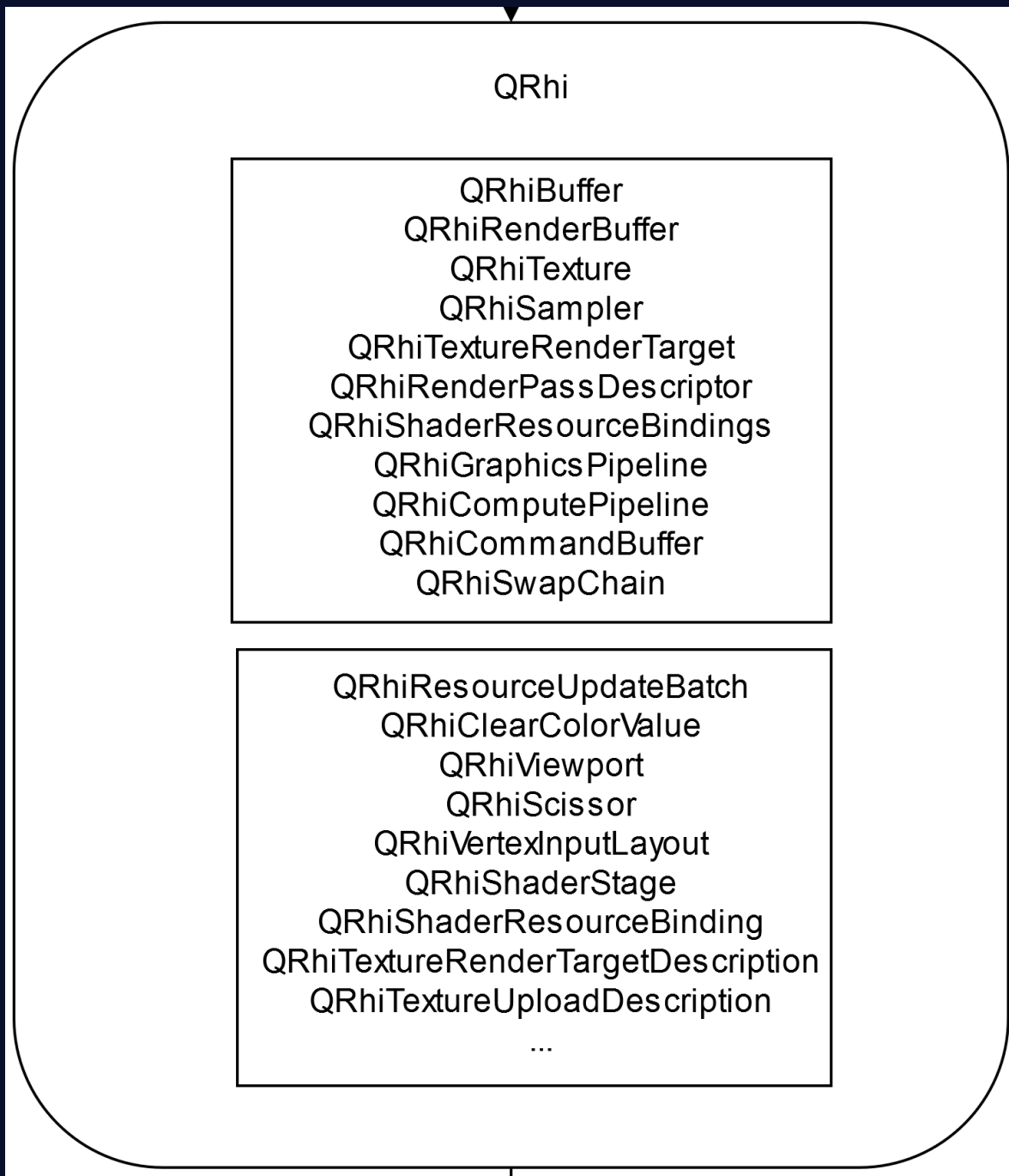
# Qt Rendering Hardware Interface

## › Qt RHI

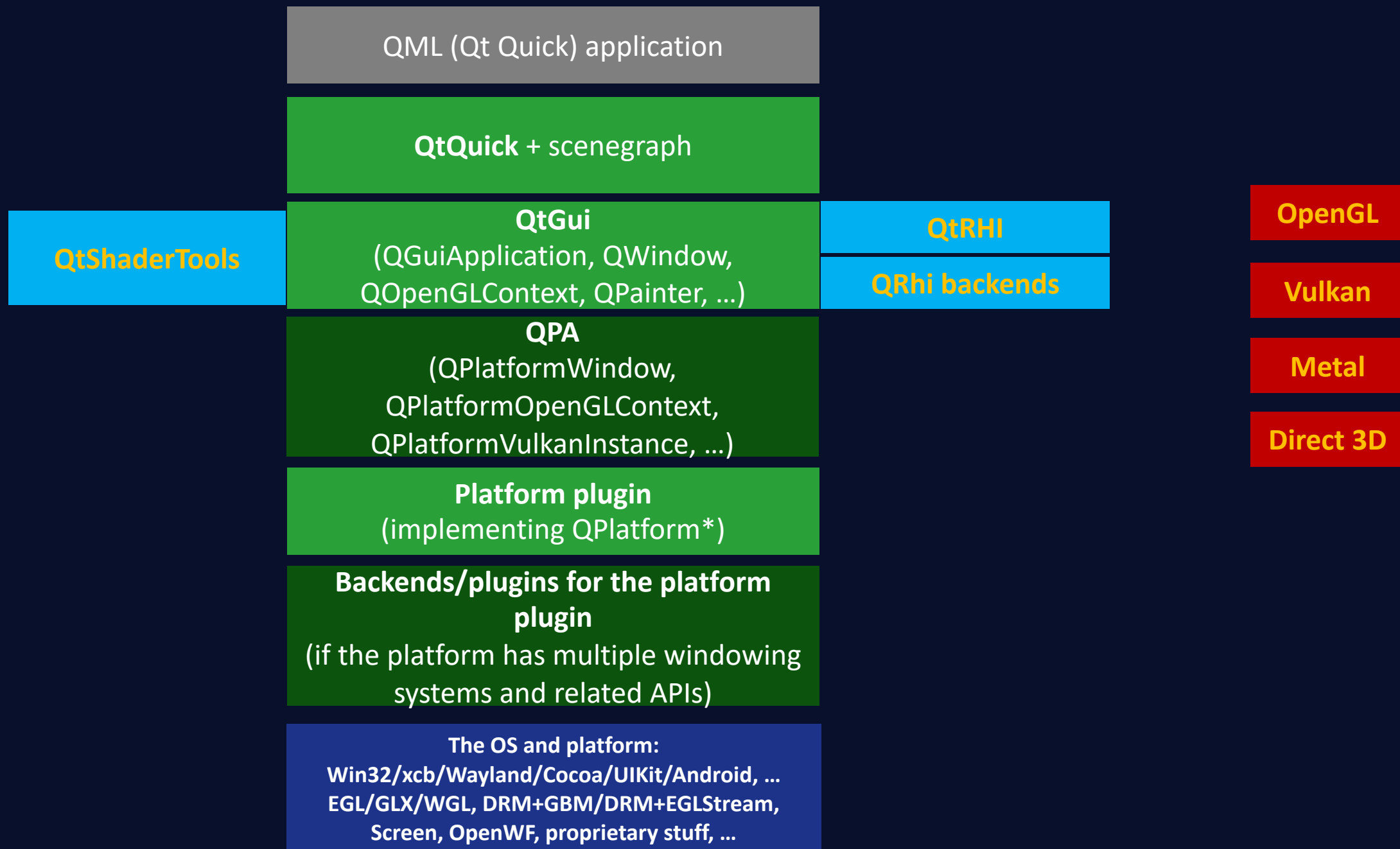
- › Part of the QtGui module
- › Private API – **may become QPA-style semi-public in 6.x (not 6.0)**

## › Qt Shader Tools

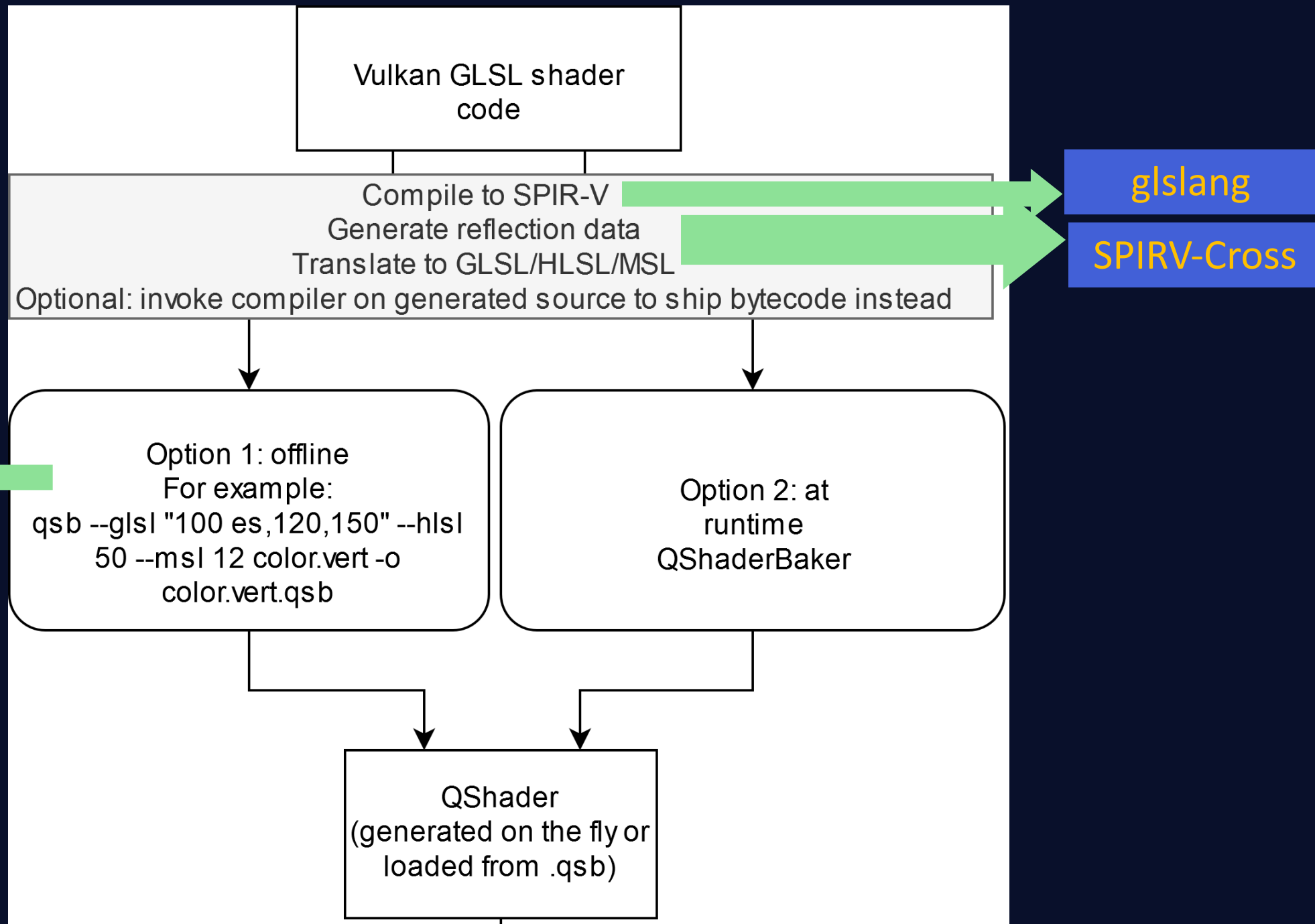
- › qt-labs/qtshadertools – **must become qt/qtshadertools by 6.0**



- **D3D12** sort of in progress, but may not come before 6.x.
  - Not a priority for 6.0.
- **WebGPU** in 6.x.
  - If/when Emscripten support materializes.











# RHI status

- › Qt 5.15 adds Metal on iOS and Vulkan on Wayland.
- › QRhi and QShader API seen as fairly stable.
  - › No big changes expected (**or desired**) short-term.
  - › Some platform things perhaps
    - › D3D11 on UWP/WinRT?
    - › D3D11 on Windows 7? (broken atm)
- › Focus will be on clients (Quick, Quick3D, paint engine, ...).



# Qt Quick

- › RHI port ships and is opt-in in Qt 5.14.
- › Remove direct OpenGL code path in 6.0.
  - › Also involves breaking src.compat.
    - › `QSGMaterialShader`, `QQuickWindow::createTextureFromId()`, ... to be removed.
- › Some classes/types will continue to be tied to OpenGL (== OpenGL through QRhi)
  - › `QQuickFramebufferObject`



# Qt Quick

- › The experimental D3D12 scenegraph context plugin added in 5.8 is to be removed.
- › QML Profiler scenegraph data collection needs adjusting.



# Qt Quick

- › Implications for Design Studio architecture. (out of process rendering, qmlpuppet, etc.) TBD.
- › To be investigated what we can do with:
  - › QQuickRenderControl
  - › QSGEngine
  - › QQuickWidget
  - › ...



# Qt Quick 3D

- › Must be ported to QRhi and the new shader pipeline by 6.0
  - › Direct OpenGL code path to be removed.
- › Further unification of the QQ and QQ3D scenegraphs



# QPainter

- › Proof-of-concept **paint engine using QRhi** is in progress
- › What is this good for?
  - › QQuickPaintedItem (“FBO” mode)
  - › Draw widgets with it? (hello -graphicssystem rhi 😊)
  - › QRhiWidget?
  - › ...
  - › Open for ideas.



# Some research items for 6.x

- › D3D12, WebGPU backends
- › Colorspaces, HDR, ...
- › Better approach for compressed textures: **integrate Basis Universal?**
- › **Threaded command list building** (and applications of it in Quick/Quick3D)
- › Shader/material node system.
  - › C++ graph. Visual editing. Translate to source, or even directly to SPIR-V?





Thank You

Time	Assembly Hall	1.3.14 (Zoo)	1.1.9 (Landsberger Allee)	1.1.8 (Greifwalder Str)
9:00 - 9:40	QtCore	Qt Marketplace	Rethinking serialization for Qt6	
			Clang-based cpp parser for lupdate	Remote display of Qt applications in Qt 6
10:30 - 10:50	Coffee Break			
10:50 - 11:30	QtQml	Platform-specific APIs in Qt 6	Future of QStyle for widgets and controls	
11:40 - 12:20		Refurbishing Qt Widget internals	Available, hidden and missing gems on the way of using Qt on embedded devices	
12:20 - 13:20	Lunch Break			
13:20 - 14:00	QtGUI, RHI, and 3D	Qt Wayland Client and extensions	Qt for Python and beyond	
14:10 - 14:50		Improve the contributor experience of the Qt project	High DPI	