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MSc in Computer Animation and Visual Effects

A Vulkan Library

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Abstract

Vulkan is a graphics API which aims to provide users with faster draw speeds. The user is expected to explicitly provide the details previously given by the driver, as in the case of OpenGL. The resulting extra code can be difficult to understand and write at first, leading to the need for a wrapper library.

Acknowledgements

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Chapter 1

Introduction

Vulkan is a cross-platform graphics and compute API, developed by the Khronos Group. It aims to provide higher-efficiency than other current cross-platform APIs, such as OpenGL, by using the full performance available in today's largely-multithreaded machines.

Testing123. Attiya et al. (1995). Another. Beyer et al. (2016)

Chapter 2

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Bibliography

Attiya, H., Bar-Noy, A. and Dolev, D., 1995. Sharing memory robustly in message-passing systems. *Journal of the ACM (JACM)*, 42(1), 124–142.

Beyer, B., Jones, C., Petoff, J. and Murphy, N. R., 2016. *Site Reliability Engineering: How Google Runs Production Systems*. O'Reilly Media, Inc.

Appendices