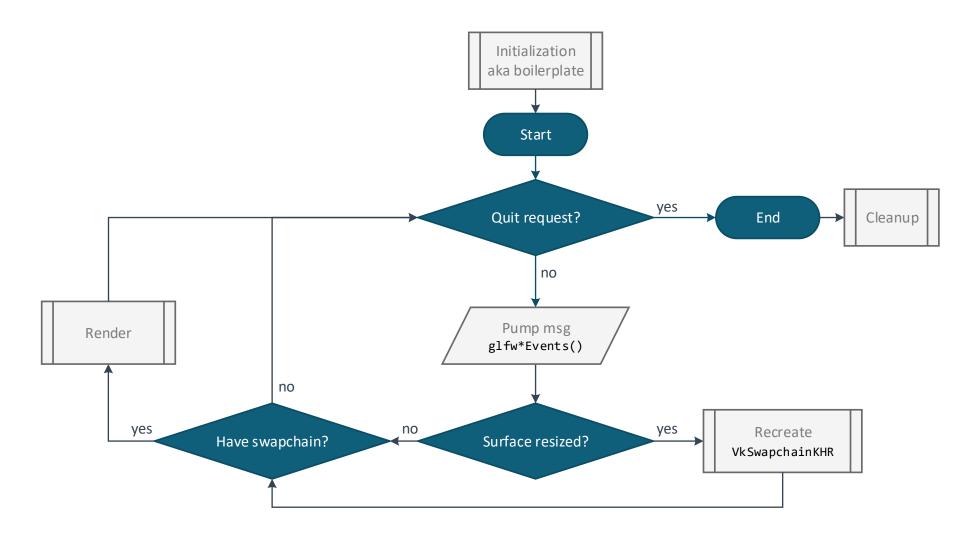
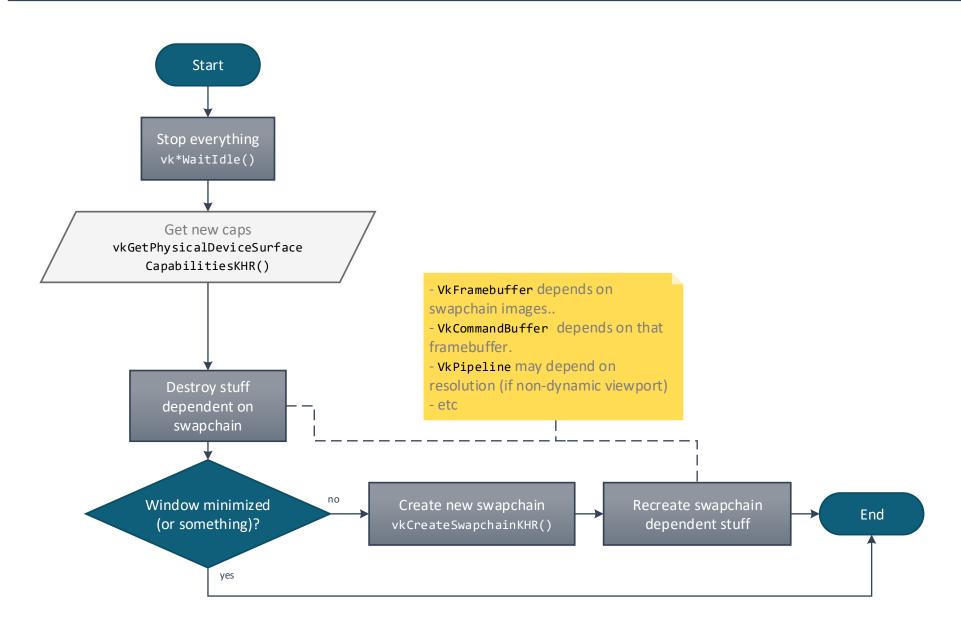
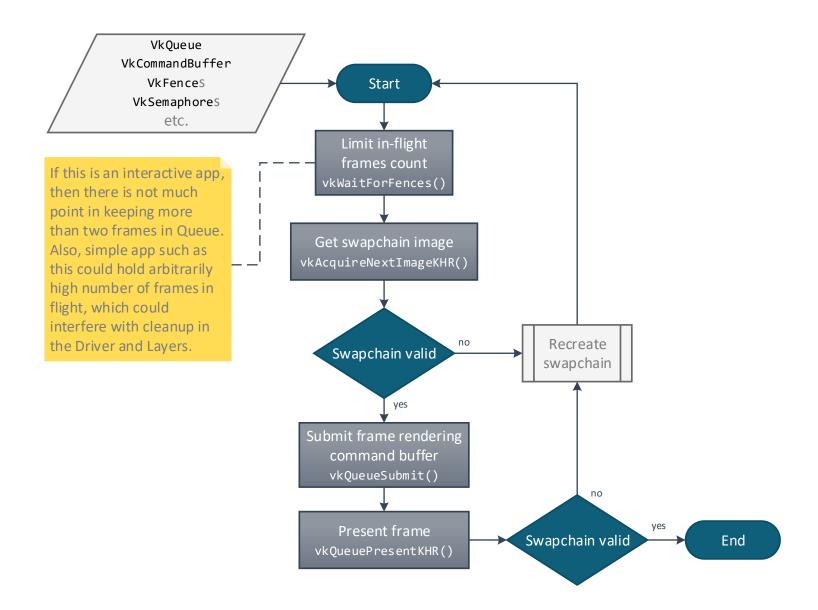
# Basic Vulkan App Render Loop

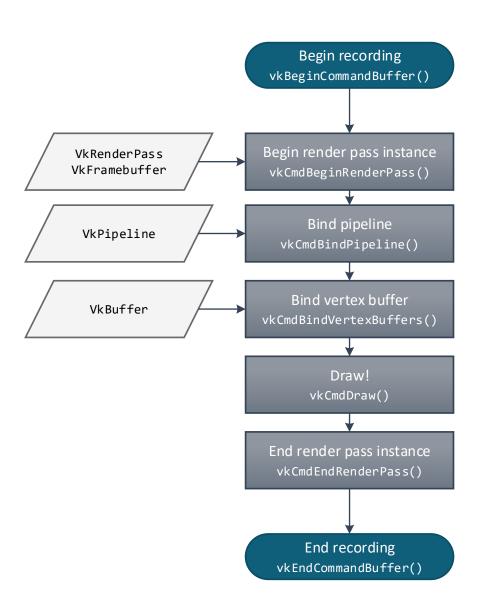


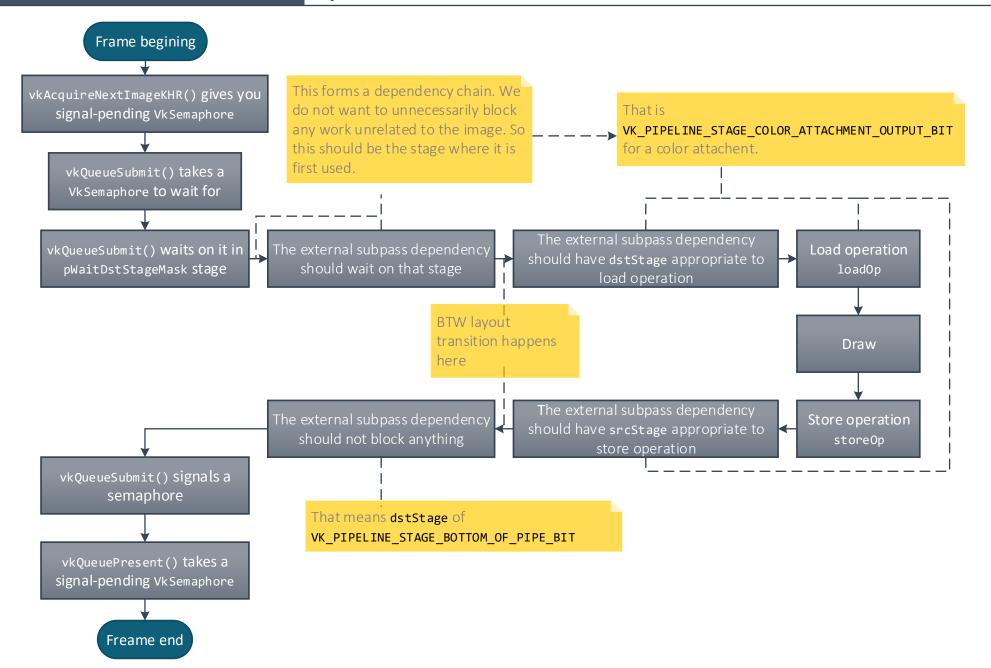
# Basic Vulkan App Swapchain Recreation



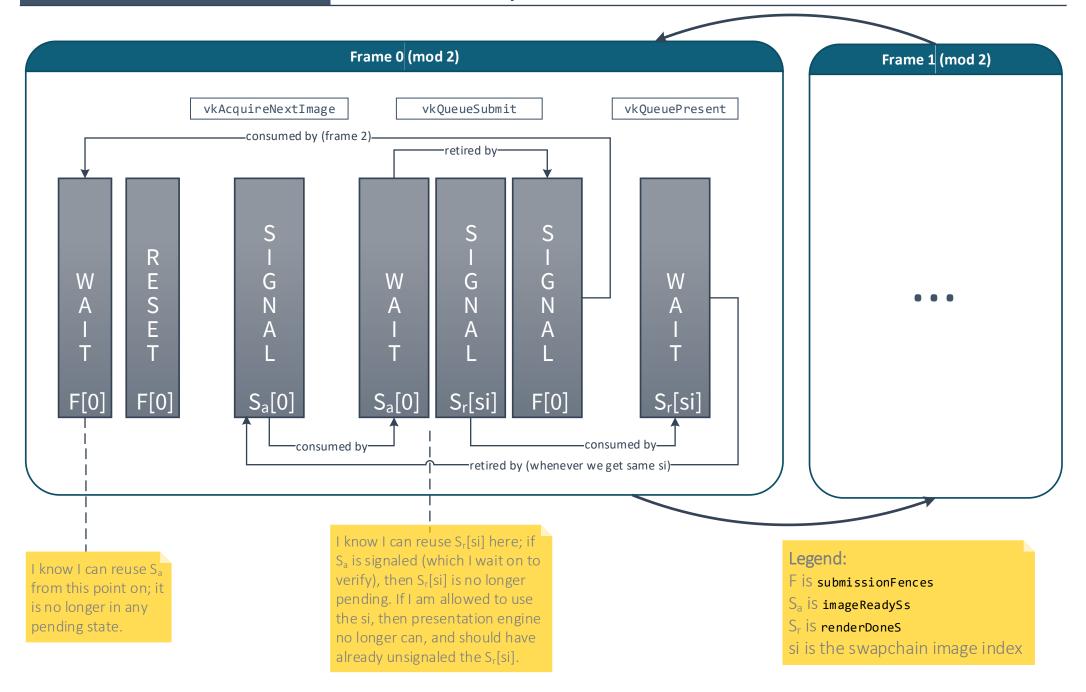


## Basic Vulkan App Command Buffer Recording

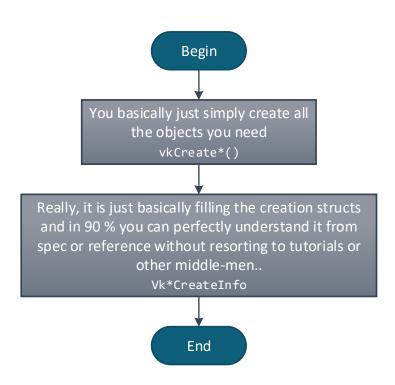




#### Basic Vulkan App Multiframe Synchronization



### Basic Vulkan App Initialization \ Boring Boilerplate



#### Basic Vulkan App Mappable resource creation (VkBuffer\VkImage)

