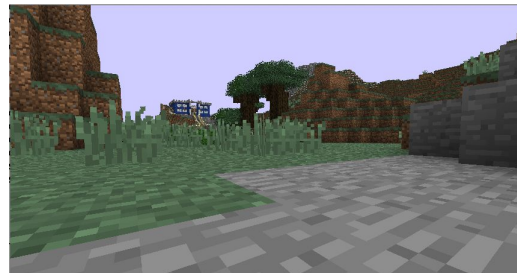
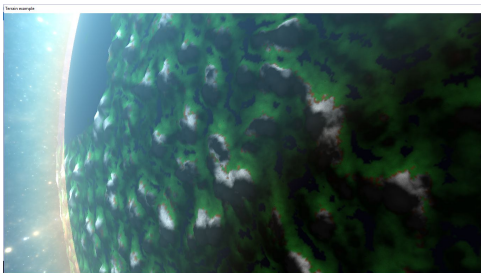


gfx-rs: introduction

Past (2014+):

- Graphics abstraction layer in Rust: GL, D3D11, Metal
- Community driven: 120 contributors over 4+ year history
- Went through a fast track of graphics API evolution:
 - immediate mode -> command buffers -> resource views ->
 - descriptor sets -> heaps, queues, .. -> Vulkan

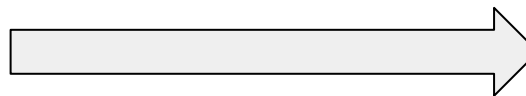


Current (2017):

- In active transition to the new low-level core API
- Basic support for Vulkan, D3D12, and Metal backends
- Not production ready yet

TIME

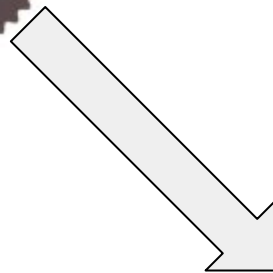
gfx-rs: Future



Vulkan Universally
Portable Subset

Vulkan Portability implementation

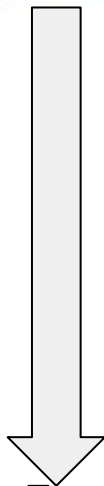
<https://github.com/kvark/portability>



GPUWeb

Basis for GPUWeb on Firefox/Servo

<https://github.com/kvark/webgpu-servo>



WebRender