Class Work – Week5 – Vulkan Intro

Muhammad Sabeeh

Contents

[Setting up the Dev Environment: 1](#_Toc158217969)

[Checking Pre-reqs: 1](#_Toc158217970)

[Device: 1](#_Toc158217971)

[Experience with C++: OK 2](#_Toc158217972)

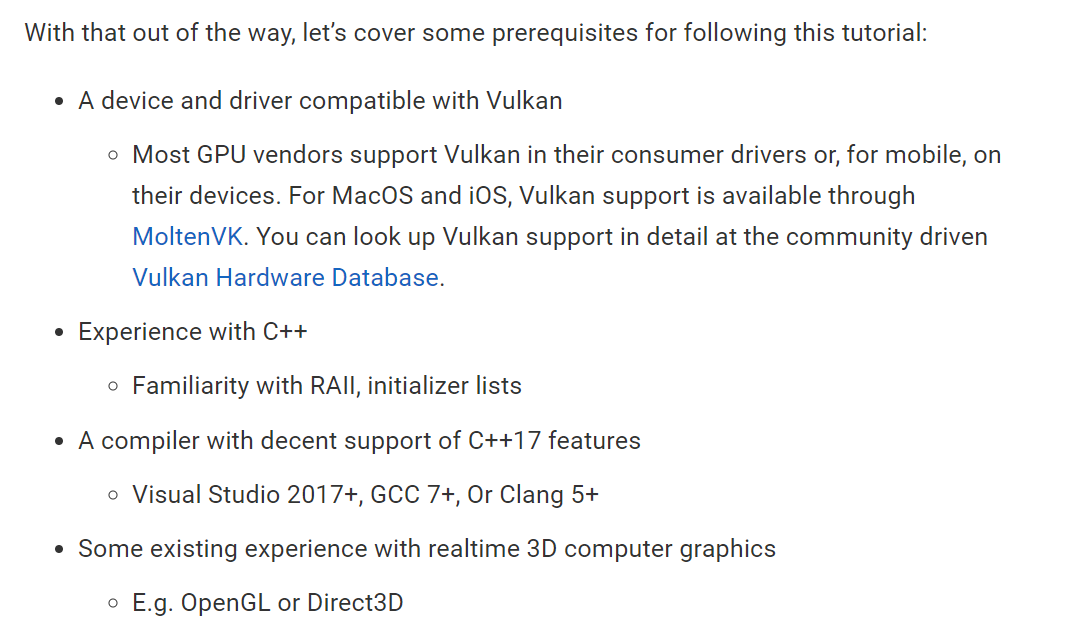
[Compiler with C++17 features: 2](#_Toc158217973)

[See the Ubisoft NEXT to get an appreciation of opengl: 3](#_Toc158217974)

[See the Direct3D samples to get an appreciation of Direct3D: 4](#_Toc158217975)

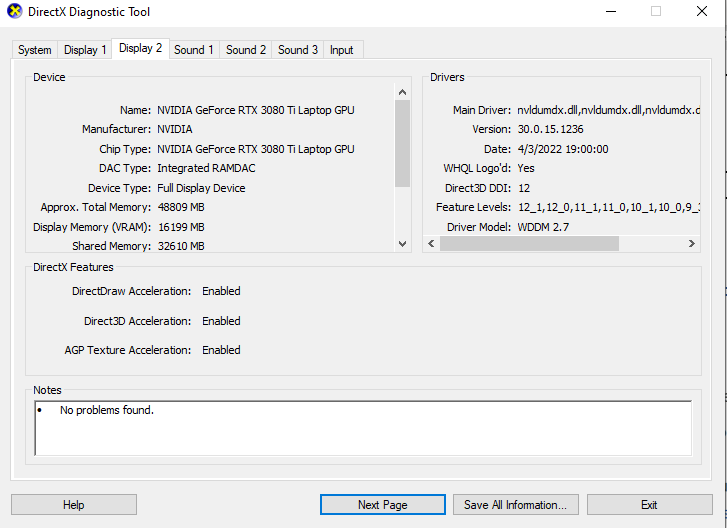
# Setting up the Dev Environment:

## Checking Pre-reqs:



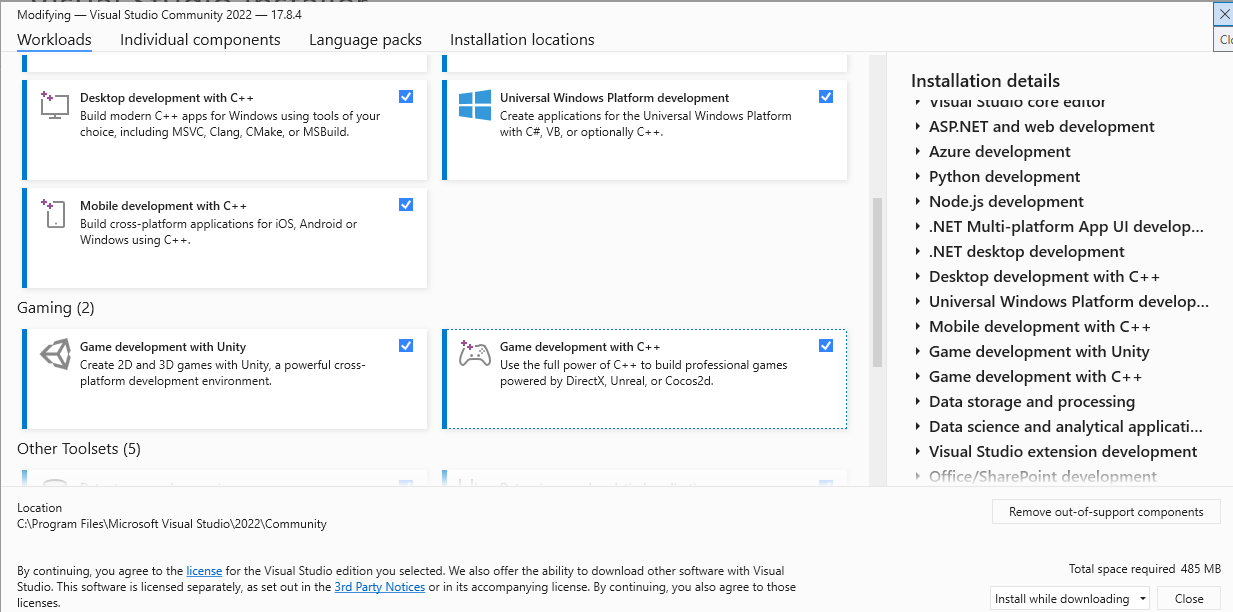
### Device:

Run ‘**dxdiag**’ and take snapshot of the Display page with GPU. For me it’s the following:



### Experience with C++: OK

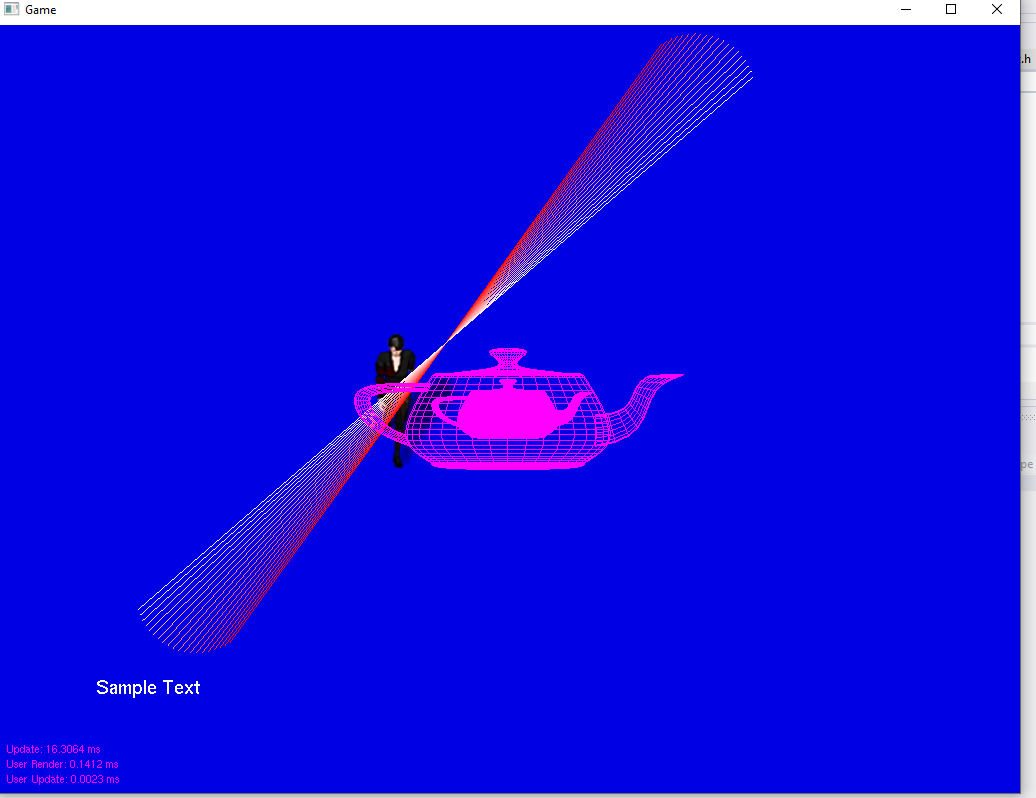
### Compiler with C++17 features:



Some exp. With OpenGL and/or DirectX3D:

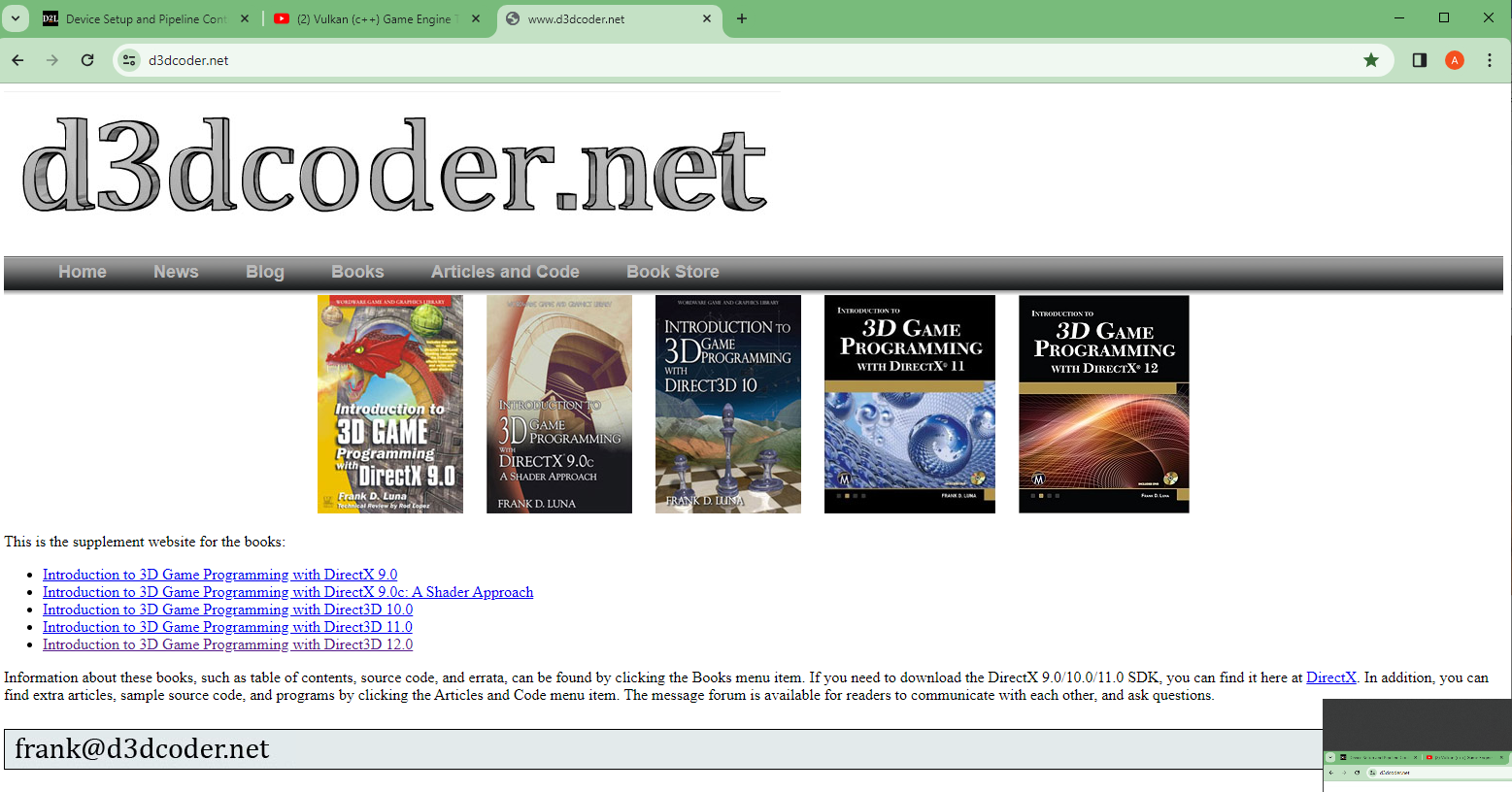
A little tricky.

### See the Ubisoft NEXT to get an appreciation of opengl:

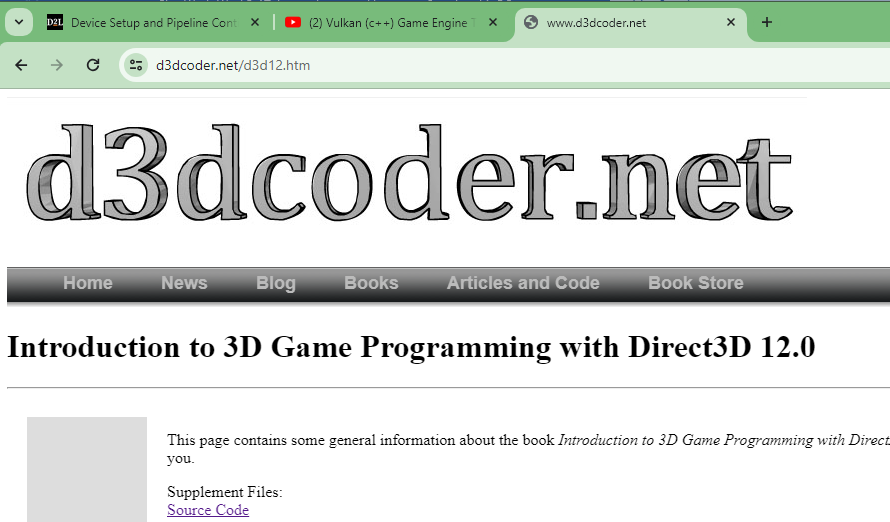


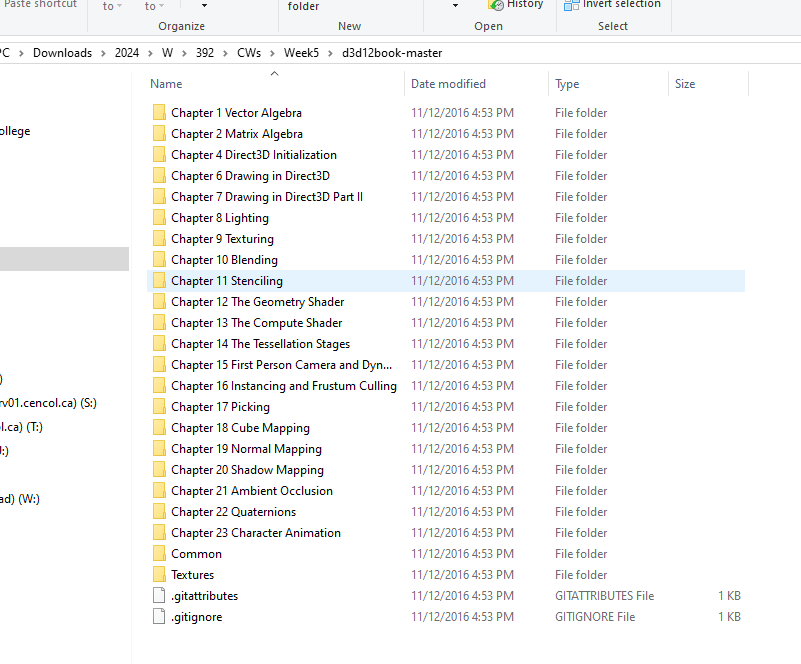
### See the Direct3D samples to get an appreciation of Direct3D:

#### Go to d3dcoder.net:



#### Download the code for D3D 12:





#### Explore the solutions:

(Each chapter comes with a solution .sln file, open it in VS and run it. For example, last chapter shows animations at work)

