Introduction

Computer Graphics with Vulkan

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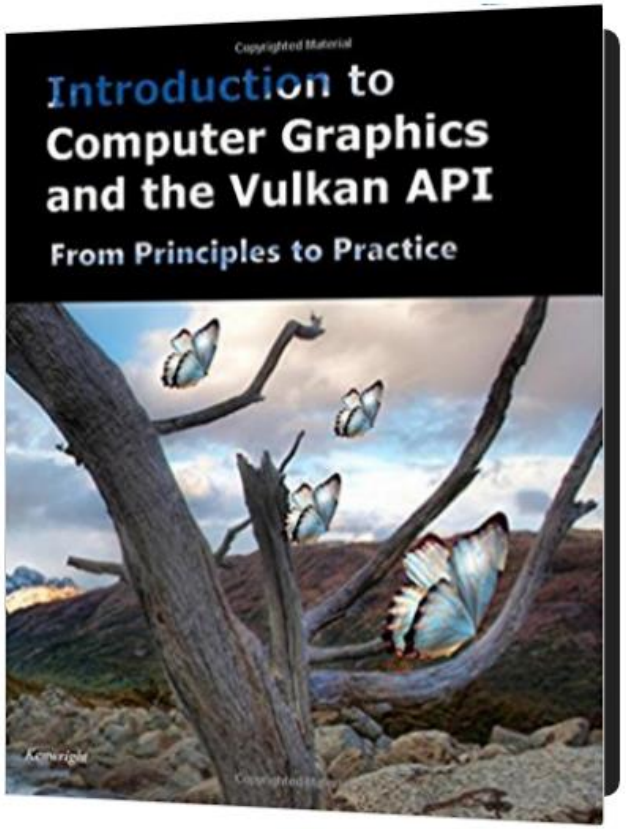
Outline

- History of Computer Graphics
- Why Vulkan API?
- Structure of the Course
- Assessment/Marking
- Today’s Practical
- Review/Discussion

Recommended Reading

- Introduction to Computer Graphics and the Vulkan API
  - ▷https://zjnu2017.github.io/CGV
- Chapter 1 & 2
  - ▷Read This Week



Why Computer Graphics?

Summary

- Overview of the Course/Plan
- Hands-On/Practical
- Assessment (Breakdown of Marks)
- Self Study
  - Can’t learn from just attending
- Today is about `Getting Started’

Questions/Discussion