Vulkan

Get going quickly with Vulkan, the cutting edge 3D API from Khronos, with articles, presentations, sample code and helper libraries from NVIDIA, the world leader in visual and accelerated computing.

Vulkan is a modern cross-platform graphics and compute API currently in development by the Khronos consortium. The Khronos members span the computing industry and are jointly creating an explicit and predictable API that satisfies the needs of software vendors in fields as varied as game, mobile and workstation development. Vulkan's conscious API design enables efficient implementations on platforms that span a wide range of mobile and desktop hardware as well as across operating systems.

> We have been using NVIDIA hardware and drivers on both Windows and Android for Vulkan development, and the reductions in CPU overhead have been impressive.
>
> John Carmack, Chief Technology Officer, Oculus