

Vulkan™

🔗 Drivers, SDKs and Libraries

Vulkan™ is an open standard and cross-platform Application Programming Interface (API) developed by the Khronos™ Group. Derived from AMD's revolutionary Mantle API, Vulkan™ is a powerful low-overhead graphics API designed for developers who want or need deeper hardware control over GPU acceleration for maximized performance and predictability. Vulkan™ gives software developers control over the performance, efficiency, and capabilities of Radeon™ GPUs and multi-core CPUs.

Benefits

As a complement to OpenGL, descended from AMD's Mantle, and forged by the industry, Vulkan exposes features that were not accessible, delivering benefits that include:

- Close-to-metal control of the GPU demanded by sophisticated game engines and interactive media.
- Reduced driver overhead reduces CPU bottlenecks, enabling faster performance and better image quality.
- Superior utilization of multi-core CPUs.
- Vulkan is the only high-performance graphics API that works across multiple operating systems, including Windows and Linux systems

Get Started

- [↓ Radeon™ Software for Vulkan™](#)
- [📺 Vulkan™ Fast Paths \(GDC16 Presentation\)](#)
- [📺 Overview of Vulkan™ on Radeon™ Graphics](#)
- [📺 Related GPUOpen blogs](#)
- [▶ AMD Simplified: Vulkan API video](#)
- [👥 Vulkan Meetups](#)
- [📄 Vulkan on Khronos.org](#)
- [📄 LunarG Vulkan SDK](#)

On March 7, 2018, the Khronos™ Group announced the availability of Vulkan™ 1.1. AMD supports the new standard in both our proprietary Adrenalin Edition graphics driver and our [Open Source Driver for Vulkan](#) which is available [on GitHub](#).

Vulkan and the Vulkan logo are trademarks of the Khronos Group Inc.

Resources

- [GitHub](#)