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INTEL OPEN SOURCE GRAPHICS DRIVERS NOW SUPPORT VULKAN™

BY **IMAD SOUSOU** ON FEB 16, 2016



Today I am proud to share that Intel is among a select group of leading graphics platform suppliers with [Vulkan* 1.0 drivers certified](#)  by the Khronos Group Consortium.

Vulkan is the new generation of completely open standard APIs offering high-efficiency access to graphics and compute on modern GPUs. The Vulkan APIs were defined through collaboration among a wide range of graphics experts, including Intel. This new design provides the direct access to GPU acceleration that application developers have long demanded, and allows them fine-grain control to maximize performance and provide uniform user experience across different GPUs and operating environments.

This is an important milestone for the industry, and Intel is pleased to support this new technology by providing industry-certified drivers for multiple generations of Intel graphics platforms, all readily available to developers and end users. These platforms include 5th Generation Intel® Core™ Processors and 6th Generation Intel® Core™ Processors. Today's announcement is just the beginning of Intel's commitment and comprehensive support for Vulkan APIs.

[Intel® Open Source Graphics Drivers](#) continue to be among the most widely deployed driver stacks in the industry. They are integrated seamlessly into Linux PC client distributions, Google Chromebooks, and Valve's SteamOS serving tens of millions of PC users. With today's certifications, the Intel Open Source 3D Graphics Driver adds technology leadership to its impressive capabilities.