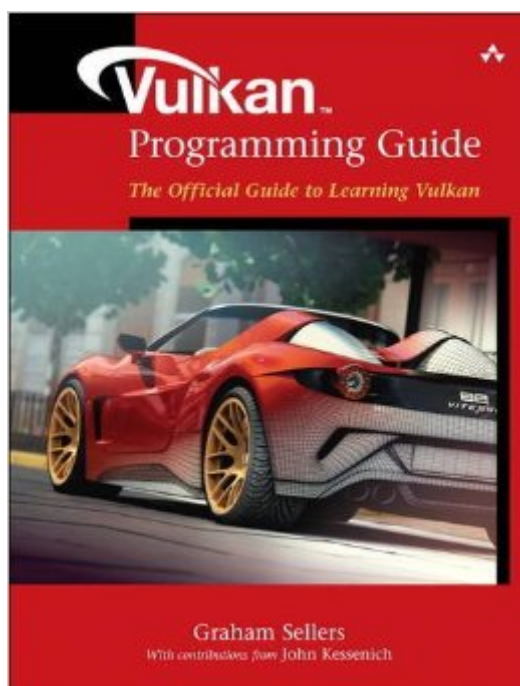


The book was found

Vulkan Programming Guide: The Official Guide To Learning Vulkan (OpenGL)



Synopsis

The First, Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics

The next generation of the OpenGL specification, Vulkan has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments.

Vulkan API lead Graham Sellers and language lead John Kessenich present example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The authors begin by introducing Vulkan, its goals, and the key concepts framing its API. Incrementally moving to more advanced topics, they ultimately present a complex rendering system that demonstrates both Vulkan™'s uniqueness and its exceptional power.

You™ll find authoritative coverage of topics ranging from drawing to memory, and threading to compute shaders. The authors especially show how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility.

Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from videogames to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for.

Coverage includes

- Extensively tested code examples to demonstrate Vulkan™'s capabilities and show how it differs from OpenGL
- Expert guidance on getting started and working with Vulkan™'s new memory system
- Thorough discussion of queues, commands, moving data, and presentation
- Full explanations of the SPIR-V binary shading language and compute/graphics pipelines
- Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications
- A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues
- Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary

Book Information

Series: OpenGL

Paperback: 480 pages

Publisher: Addison-Wesley Professional; 1 edition (November 14, 2016)

Language: English

ISBN-10: 0134464540

ISBN-13: 978-0134464541

Product Dimensions: 0.4 x 0.4 x 0.4 inches

Shipping Weight: 2.2 pounds (View shipping rates and policies)

Best Sellers Rank: #80,553 in Books (See Top 100 in Books) #1 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #76 in Books > Textbooks > Computer Science > Graphics & Visualization #184 in Books > Computers & Technology > Programming > Introductory & Beginning

[Download to continue reading...](#)

Vulkan Programming Guide: The Official Guide to Learning Vulkan (OpenGL) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 (8th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Versions 3.0 and 3.1 (7th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL(R), Version 2.1 (6th Edition) Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day: Beginners'

Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript) VBScript: Programming Success in a Day: Beginner's Guide to Fast, Easy and Efficient Learning of VBScript Programming (VBScript, ADA, ASP.NET, C#, ADA ... ASP.NET Programming, Programming, C++, C) Learn: Cognitive Psychology - How to Learn, Any Skill or Subject in 21 Days! (Learn, Learning Disability, Learning Games, Learning Techniques, Learning ... Learning, Cognitive Science, Study)

[Dmca](#)