

An Introduction to Vulkan

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Schedule

PART 1:	Setup 10 min Starts at 09:00	Lecture 20 min Starts at 09:10	Coding Session 90 min Starts at 09:30
	Lecture 15 min Starts at 11:00	Coffee Break 25 min Starts at 11:15	Coding Session 80 min Starts at 11:40
Lunch Break 13:00 – 14:00			
PART 3:	Lecture 15 min Starts at 14:00	Coding Session 65 min Starts at 14:15	Coffee Break 30 min Starts at 15:20
	Lecture 20 min Starts at 15:50	Coding Session 70 min Starts at 16:10	Closing 10 min Starts at 17:20



CLOSING

- Rendering Multiple Objects
- Further Resources



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- **Rendering Multiple Objects**
- Further Resources

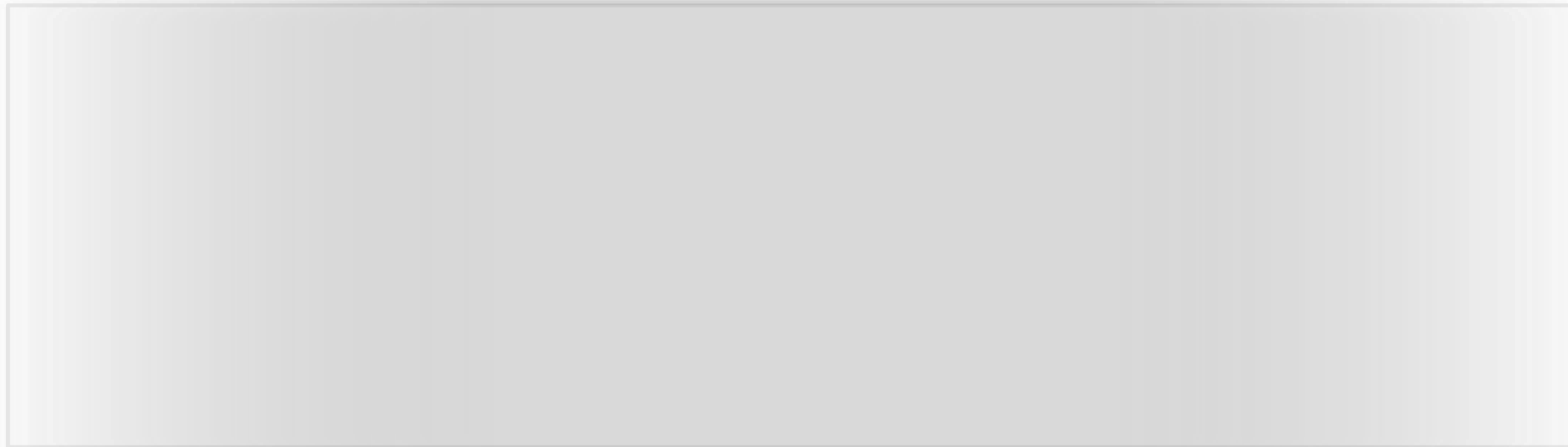


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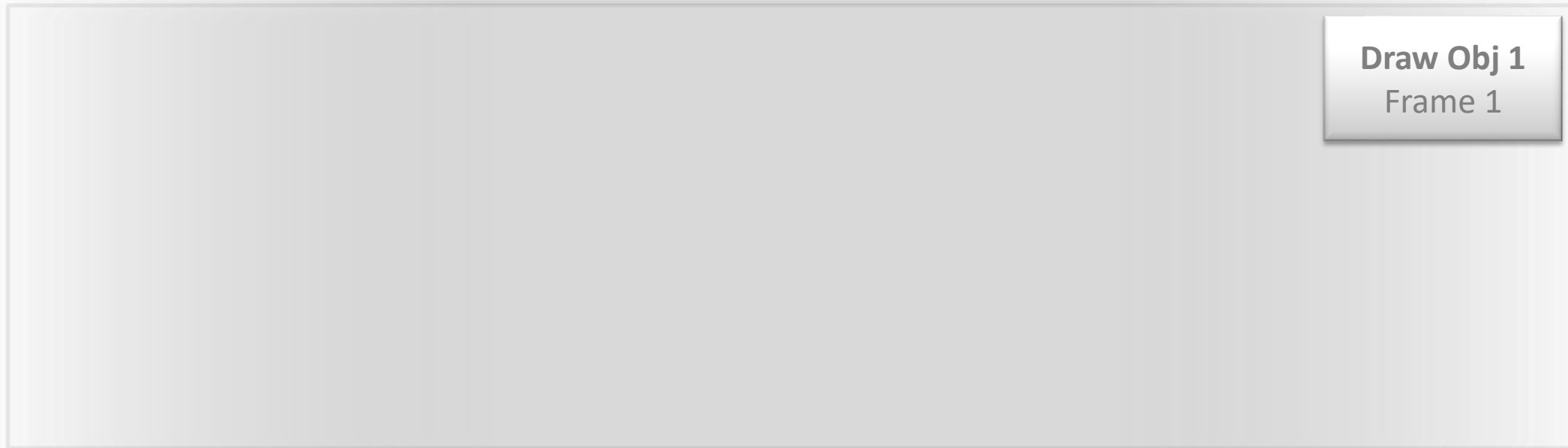
DEVICE/QUEUE

HOST



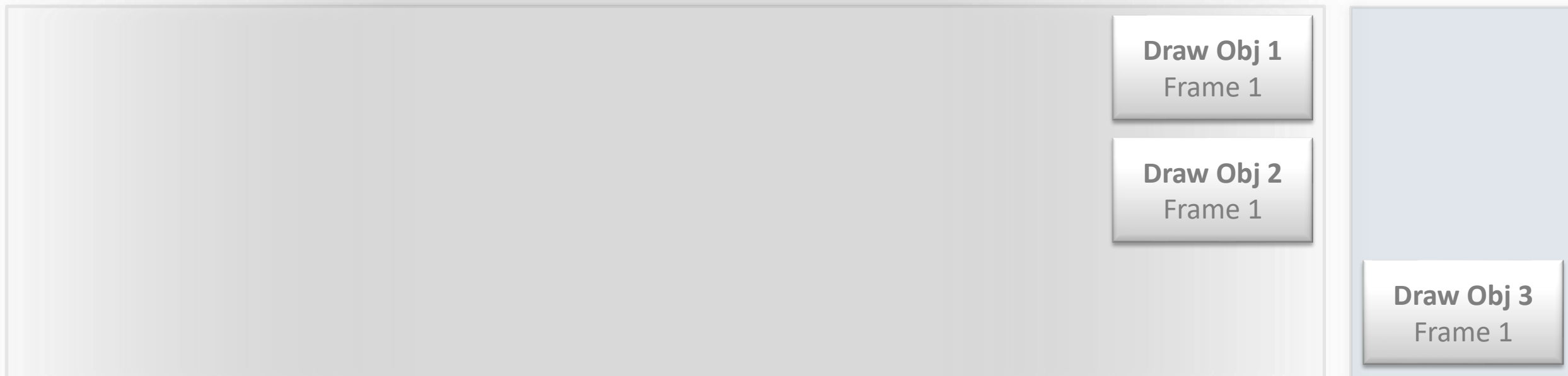
DEVICE/QUEUE

HOST



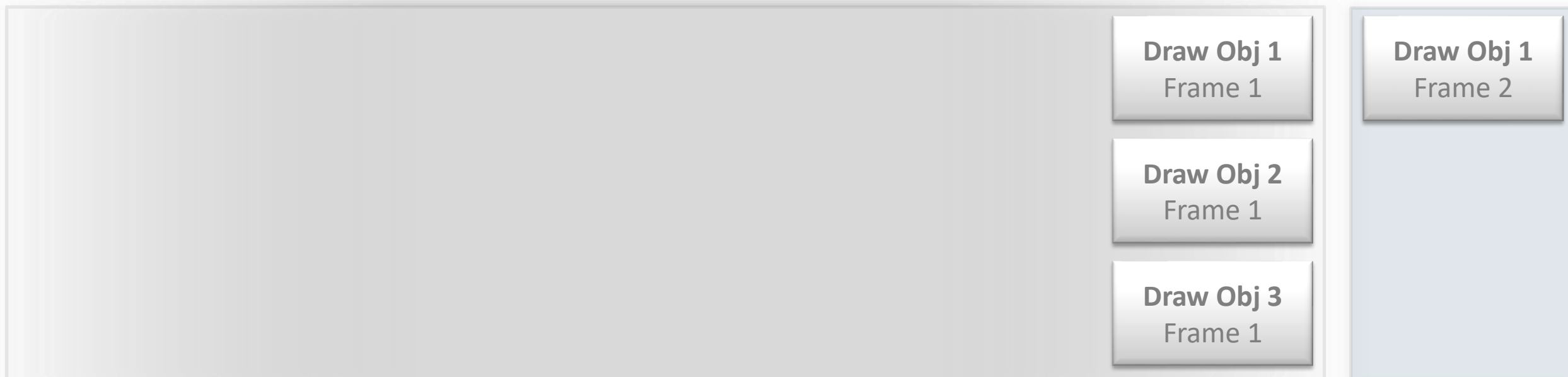
DEVICE/QUEUE

HOST



DEVICE/QUEUE

HOST



DEVICE/QUEUE

HOST

Draw Obj 1
Frame 1

Draw Obj 2
Frame 1

Draw Obj 3
Frame 1

Draw Obj 1
Frame 2



Multiple Objects / Parallel Processing of Draw Calls

DEVICE/QUEUE

HOST



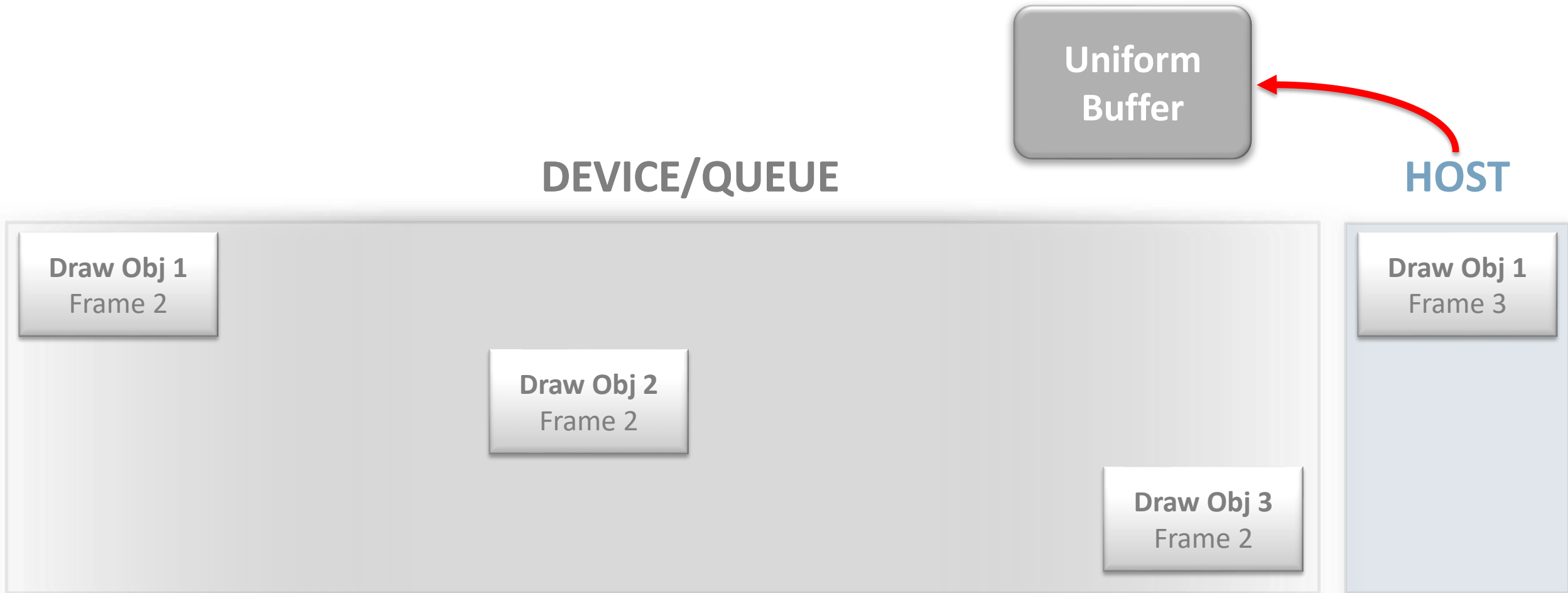
Multiple Objects / Parallel Processing of Draw Calls

DEVICE/QUEUE

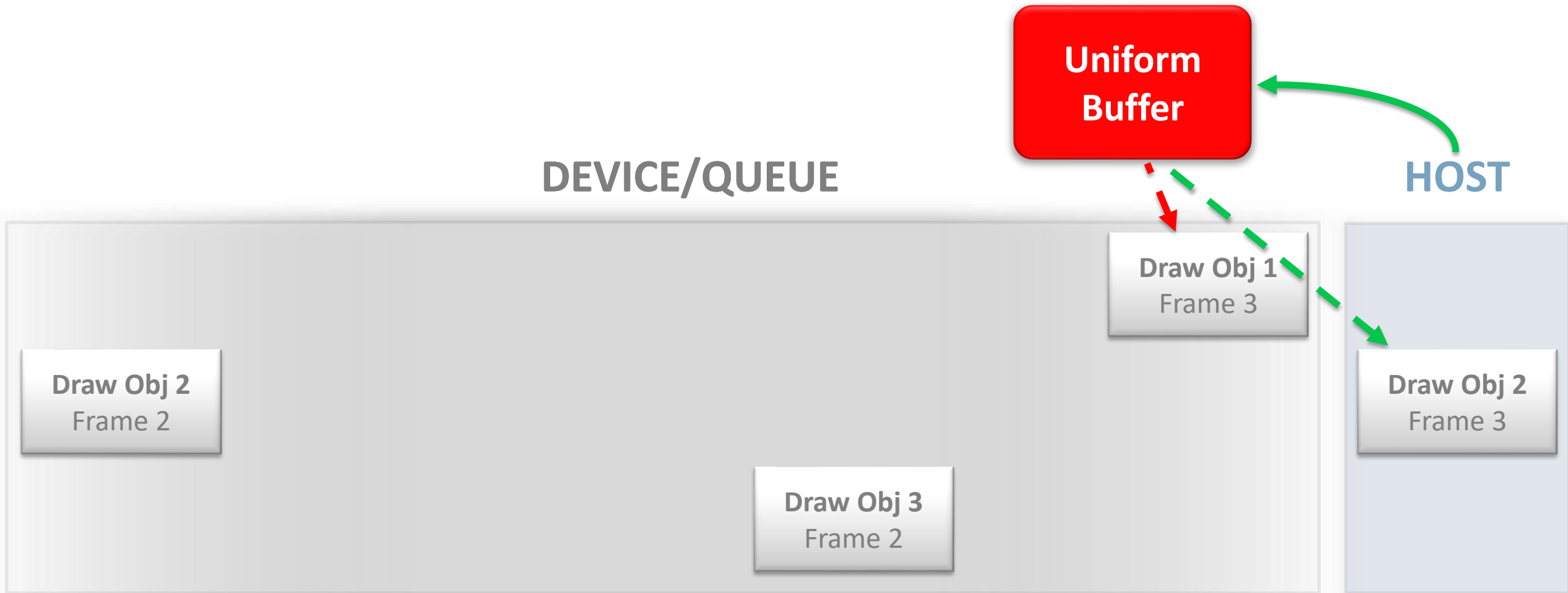
HOST



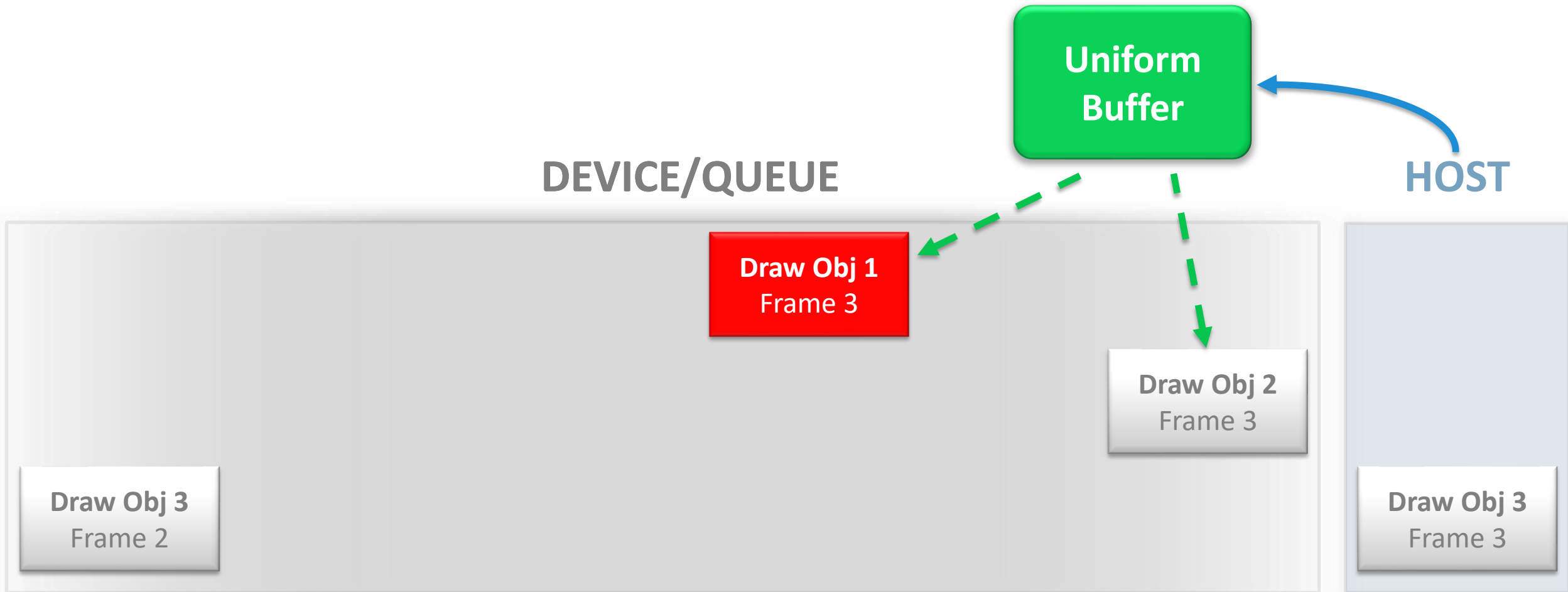
Multiple Objects / Parallel Processing of Draw Calls



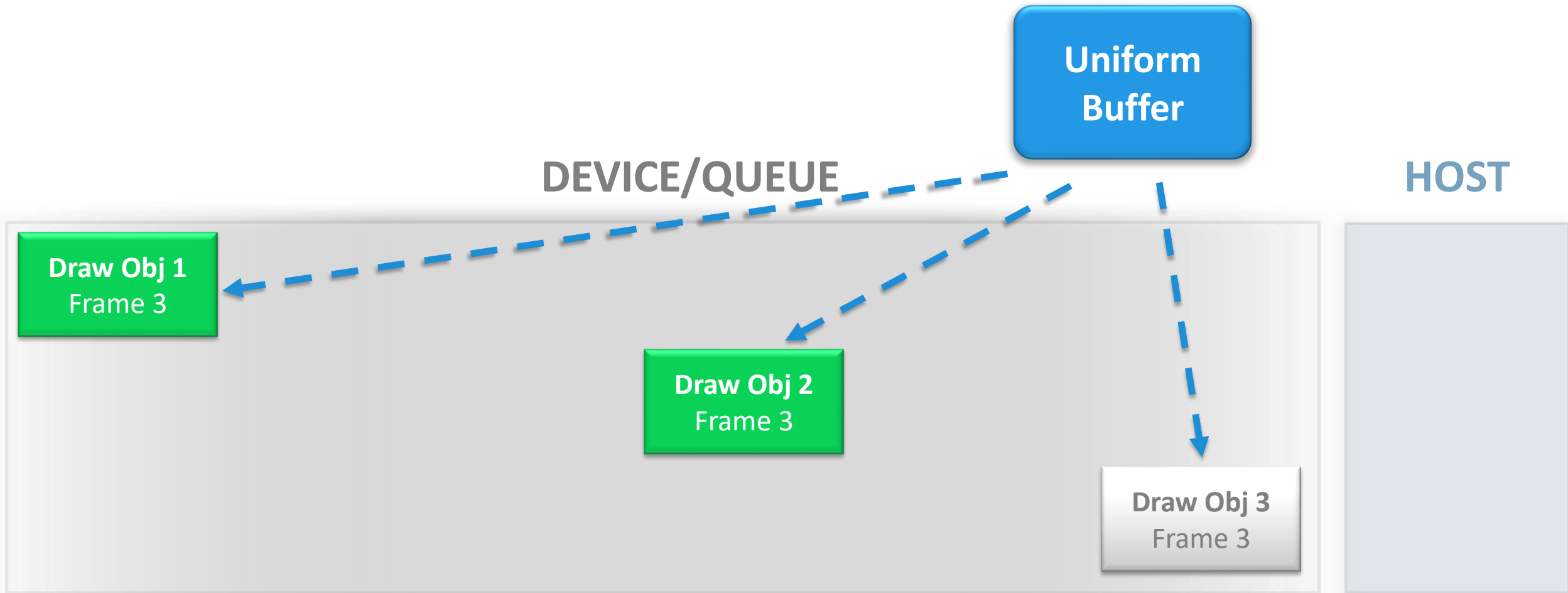
Multiple Objects / Parallel Processing of Draw Calls



Multiple Objects / Parallel Processing of Draw Calls



Multiple Objects / Parallel Processing of Draw Calls



Multiple Objects / Parallel Processing of Draw Calls

Uniform
Buffer

DEVICE/QUEUE

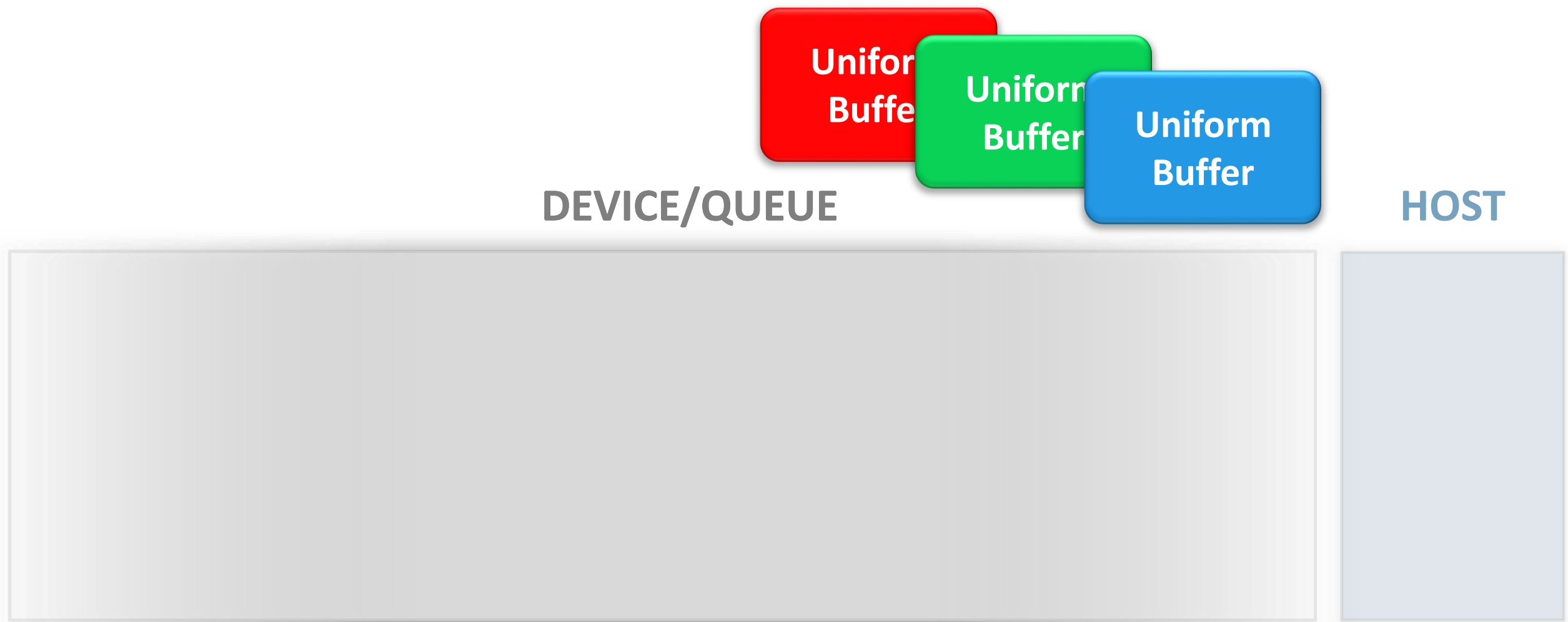
HOST

Draw Obj 2
Frame 3

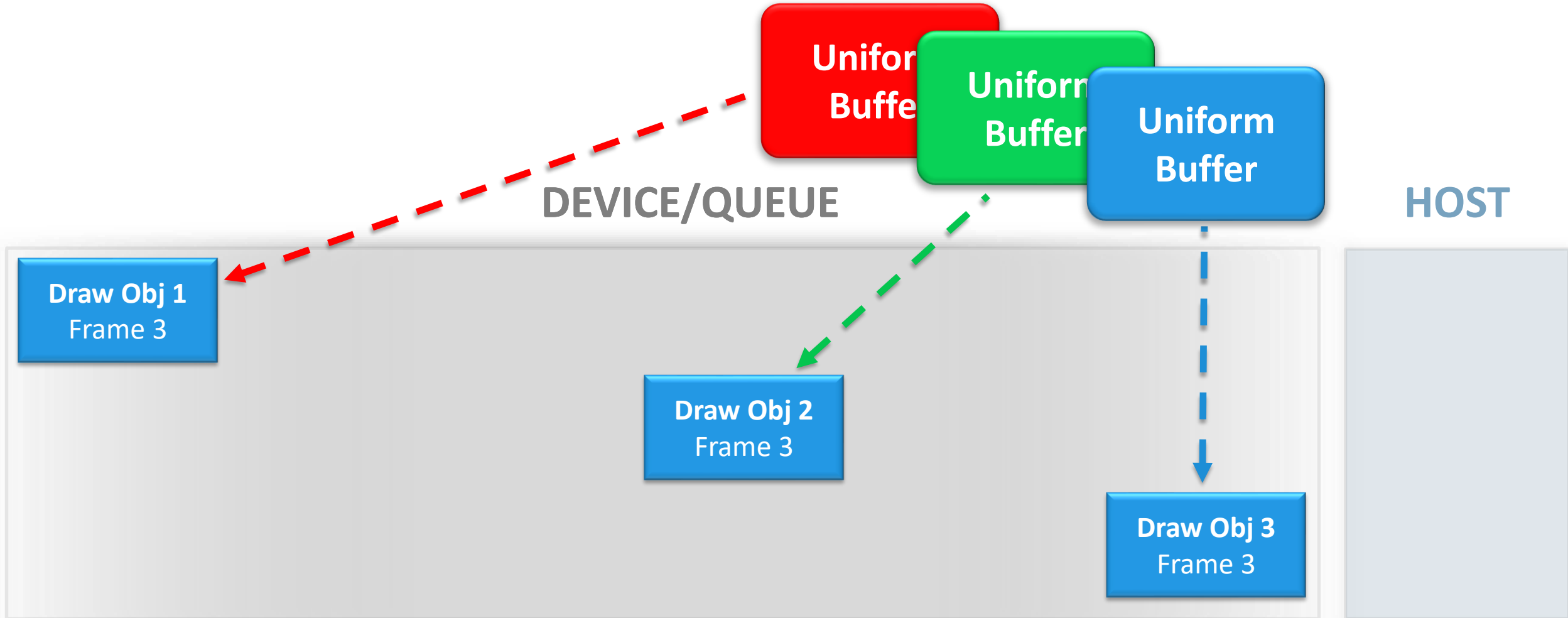
Draw Obj 3
Frame 3



Multiple Objects / Parallel Processing of Draw Calls



Multiple Objects / Parallel Processing of Draw Calls



CLOSING

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CLOSING

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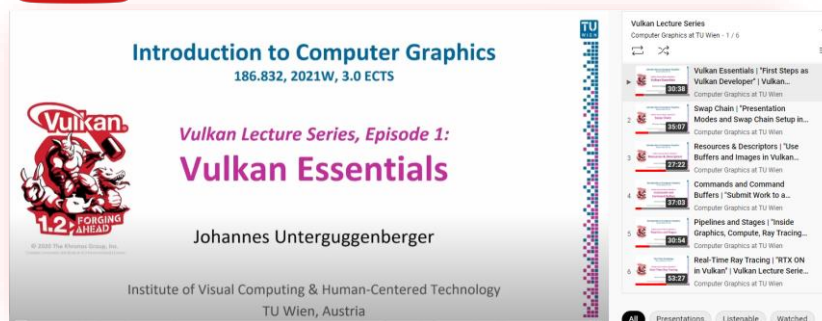
Watch out for extended edition (currently available as preprint):

Vulkan All the Way

Transitioning to a Modern Low-Level Graphics API in Academia



Vulkan Lecture Series



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