

VULKAN API GRAPHICS



understanding, developing and debugging projects and applications

Owner's Workshop Manual



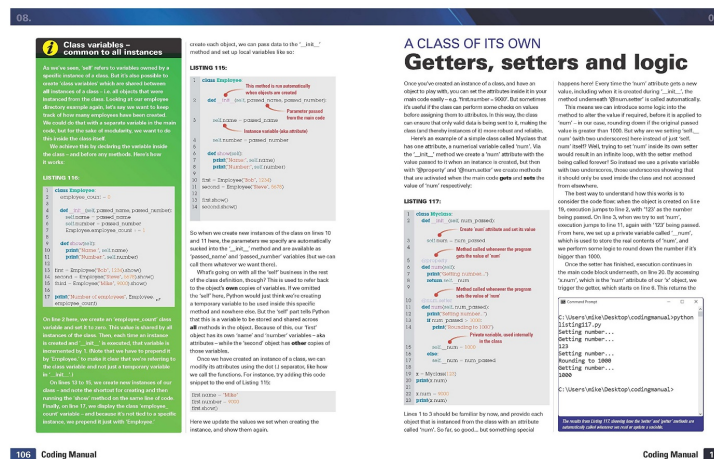
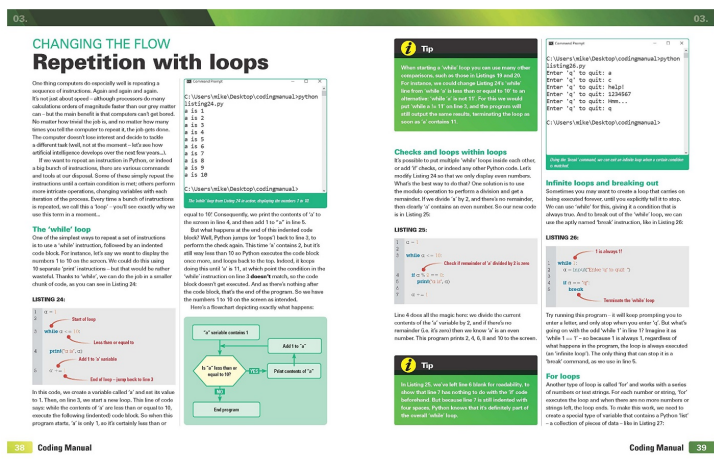
A no-nonsense beginners guide to Vulkan programming
Kenwright



VULKAN API GRAPHICS



Vulkan Programming (Beginners Onwards)



The Vulkan Programming manual teaches you everything you need to become a proficient Vulkan programmer. Whether you want to expand your graphical API knowledge for university, work or just as a hobby, this comprehensive guide introduces the tools, terms and concepts that will take you from knowing nothing to a competent Vulkan developer. Simple explanations and step-by-step guides ease you through the features of the Vulkan API and C++ to provide you with everything you need to write software applications in the real-world. The Vulkan Programming manual includes 62 annotated code listings, demonstrating features of the API and inspiring you to write your own

- Introduction - what is Vulkan, why is it important and why it's becoming more popular
- Setting up - installing Vulkan and how to compile and link a simple program
- Vulkan API basics - naming convention, structure and debugging
- Basic Implementation - demonstrate a bare-bone implementation to get you started
- Data and Loading Models - vertices, faces, textures and geometry
- Shaders - manipulating data on the GPU (vertex, pixel, geometry and tessellation stages)
- Graphical Principles - importance of lighting and the different models/types
- Appendices - useful resources and additional material

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