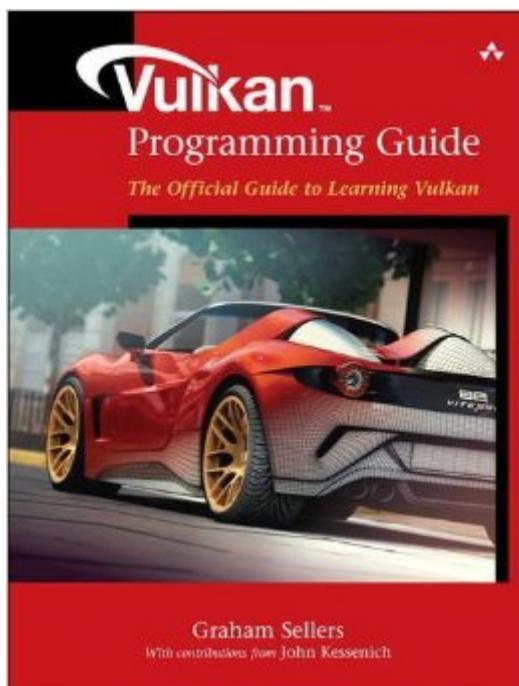


The book was found

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



Synopsis

The First, Definitive Vulkanâ„¢ Developerâ™s Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics Â 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. Vulkanâ„¢ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Â 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 Vulkanâ™s uniqueness and its exceptional power. Â Youâ™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 developerâ™s responsibility. Â Vulkanâ„¢ 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 youâ™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 youâ™re looking for. Â Coverage includes Extensively tested code examples to demonstrate Vulkanâ™s capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkanâ™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 3D Rendering in Windows: How to display three-dimensional objects in Windows with and without OpenGL. Quicken 2016 The Official Guide (Quicken : the Official Guide) National Hockey League Official Guide & Record Book 2017 (National Hockey League Official Guide an) C: Easy C Programming for Beginners, Your Step-By-Step Guide To Learning C Programming (C Programming Series) Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming) Raspberry Pi 3: Get Started With Raspberry Pi 3 - A Simple Guide To Understanding And Programming Raspberry Pi 3 (Raspberry Pi 3 User Guide, Python Programming, Mathematica Programming) SQL Handbook: Learning The Basics Of SQL Programming (Computer Science Programming) (Computer Programming For Beginners) C#: Programming Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of C# Programming JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) The Official LSAT PrepTest 77 (Official LSAT PrepTests) ICD-10-CM 2016: The Complete Official Draft Code Set (Icd-10-Cm the Complete Official Codebook) ICD-10-CM 2017 The Complete Official Code Book (Icd-10-Cm the Complete Official Codebook) The Witcher 3: Wild Hunt Complete Edition Guide: Prima Official Guide Windows 10: The Ultimate User Guide for Advanced Users to Operate Microsoft Windows 10 (tips and tricks,

user manual, user guide, updated and edited, Windows ... (windows,guide,general,guide,all Book 4)

Windows 10: The Ultimate Beginner's Guide How to Operate Microsoft Windows 10 (tips and tricks,

user manual, user guide, updated and edited, Windows ... (windows,guide,general,guide,all)

(Volume 3)

[Dmca](#)