

0092 (Friday): SwiftShader - a Vulkan Reference Implementation

SwiftShader is a CPU-based implementation of the Vulkan graphics API. It enables consistent testing of Vulkan applications without a dependency on specific hardware, or provides fallback support for running applications on systems without a Vulkan-capable GPU or driver.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

No

Presenter: CAPENS, Nicolas (Google)

Session Classification: Lightning talks

Track Classification: Lightning Talk