

## 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