

## Vulkan Programming Guide The Official Guide To Learning Vulkan Opengl

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Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API contributor Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language.

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### **Amazon.com: Vulkan Programming Guide: The Official Guide ...**

Buy Vulkan Programming Guide: The Official Guide to Learning Vulkan (OpenGL) 1 by Sellers, Graham (ISBN: 9780134464541) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

### **Vulkan Programming Guide: The Official Guide to Learning ...**

Well, at least we know now that Vulkan should be released before August. The Vulkan Programming Guide: The Official Guide to Learning Vulkan book written by AMD's Graham Sellers and Google's John Kessenich is now up for pre-orders. This appears to be the first official book written about the next-generation Khronos graphics API.. The cover is very similar to the famed OpenGL red book.

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Vulkan Programming Guide. Example code: This is the repository where the example code for the Vulkan Programming Guide will live. Bare with us while we polish it public display. We will be with you shortly...

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He coauthored OpenGL® Programming Guide, Ninth Edition. Contributing author John Kessenich is language lead on the Vulkan specification and is Senior Compiler Architect at LunarG Inc. He been active in OpenGL, GLSL, Vulkan, and SPIR-V development in the OpenGL ARB and in Khronos since 1999. Kessenich created SPIR-V and is its specification editor.

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