An Overview of Next-Generation Graphics APIs

Course Organizer:

Chris Wyman
NVIDIA
Course Motivation
Course Motivation

• Time of change in graphics APIs
  – Lots of excitement in the community
Course Motivation

• Designed as the course I want to attend!
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  – Assume know prior APIs & graphics pipe
  – Outline differences from prior APIs
  – Brief comparison of new APIs
  – Cover important API specifics
  – Explore developer case studies
Course Outline

• **9:05 am** Overview: Next-Geneneration Graphics APIs
  Tim Foley (NVIDIA)

• **9:35 am** A Whirlwind Tour of Vulkan
  Graham Sellers (AMD)

• **10:05 am** Overview of DirectX 12
  Chas Boyd (Microsoft)

• **10:35 am** Using Next-Gen APIs on Mobile GPUs
  Jesse Hall (Google)
Course Outline

• 11:05 am  How to Deal With An Asynchronous World  
  Dan Baker (Oxide)

• 11:25 am  Case Study: Porting Source 2 to Vulkan  
  Dan Ginsberg (Valve)

• 11:45 am  Case Study: Porting Unity to New APIs  
  Aras Pranckevicius (Unity Technologies)

• 12:05 am  Panel Q&A