



SIGGRAPH2015

Xroads of Discovery





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The 42nd International Conference and Exhibition
on Computer Graphics and Interactive Techniques

An Overview of Next-Generation Graphics APIs

Course Organizer:

Chris Wyman
NVIDIA

Course Motivation

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- Time of change in graphics APIs
 - Lots of excitement in the community

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- 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-Generation 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