

Zink: OpenGL on Vulkan

Wednesday 2 October 2019 08:55 (45 minutes)

Zink is a work-in-progress Mesa Gallium driver that implements OpenGL on top of Vulkan. This talk will discuss why and how, and give an update on what's happened in Zink recently.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

No

Presenter: FAYE-LUND, Erik (Collabora)

Session Classification: Main Track

Track Classification: Talk (full slot) (closed)