

About OpenGL and Vulkan interoperability.

Thursday, September 17, 2020 5:05 PM (20 minutes)

EXT_external_objects and EXT_external_objects_fd are groups of OpenGL extensions that allow OpenGL and Vulkan interoperability. When enabled, Vulkan allocated resources can be accessed and re-used by OpenGL. This talk is about the implementation of the extensions in various drivers, and some common interoperability use cases and examples that have been added to piglit.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

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Session Classification: Main Track

Track Classification: Talk (half slot) (Closed)