

Ray-tracing in Vulkan: A brief overview of the provisional VK_KHR_ray_tracing API

Thursday, 17 September 2020 17:35 (45 minutes)

Earlier this year, Khronos released a provisional VK_KHR_ray_tracing extension for HW-accelerated ray-tracing with the Vulkan API. In this talk, Jason will introduce the basics of ray-tracing and give an overview of the new shader stages, objects, and other concepts used to accelerate ray-tracing via the new Vulkan extension. The talk will be educational and focus on helping others in the X/Mesa community understand the new API concepts and will contain few if any implementation details.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

Primary author: EKSTRAND, Jason (Intel)

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