

## About OpenGL and Vulkan interoperability.

*Thursday, 17 September 2020 17:05 (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

**Primary author:** STEA, Eleni Maria (Igalia)

**Session Classification:** Main Track

**Track Classification:** Talk (half slot) (Closed)