

Quick GL and Vulkan tests with shader_runner and Amber

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Normally, writing a CTS or piglit test requires writing a fair amount of C code. But what if you just want to draw a rectangle using a shader? Fortunately, both test suites come with tools to help you do just that with a minimal amount of fuss. Piglit has `shader_runner` and the Vulkan CTS has Amber, which are scripting languages for their respective graphics APIs. This talk will offer a brief introduction to the capabilities and syntax of both tools.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

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