

# 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.

## Code of Conduct

Yes

## GSoC, EVoC or Outreachy

No

**Primary author:** EKSTRAND, Jason (Intel)

**Session Classification:** Main Track

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