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.

**Code of Conduct**

Yes

**GSoC, EVoC or Outreachy**

No

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**Session Classification:** Main Track

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