

## Zink: OpenGL on Vulkan

*Wednesday, 2 October 2019 09:00 (45)*

Zink is a work-in-progress Mesa Gallium driver that implements OpenGL on top of Vulkan. This talk will discuss why and how, and give an update on what's happened in Zink recently.

### **Code of Conduct**

Yes

### **GSoC, EVoC or Outreachy**

No

### **Travel Sponsoring**

**Primary author(s)** : FAYE-LUND, Erik (Collabora)

**Session Classification** : Main Track

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