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get to grips with debugging techniques so even first-timers can overcome error traps using Vulkan's layer and extension features. You'll get a grip on command buffers and acquire the knowledge to record various operation commands into command buffer and submit it to a proper queue for GPU processing.

Learning Vulkan 1, Singh, Parminder, eBook - Amazon.com

Vulkan is a low- overhead, cross-platform 3D graphics and computing API. Vulkan targets high-performance realtime 3D graphics applications such as video games and interactive media across all platforms. Compared to OpenGL, Direct3D and Metal, Vulkan is intended to offer higher performance and more balanced CPU / GPU usage.

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