

# Vulkan Program Flow – the Setup

Create a GLFW Vulkan Window

Query the Physical Devices and Choose (1 in our case)

Decide on the Extensions and Layers You Want

Create the Logical Device

Create the Queue(s) (1 in our case)

Allocate and Fill memory for the Vertices and Indices

Allocate and Fill memory for the Uniform Buffers

Create the Command Buffers (3 in our case)

If using Textures, create the Sampler, Read the Texture, and move it to Device Local Memory

Create the Swap Chain (2 images in our case)

Be sure you have Compiled the Shaders into .spv files

Create the Descriptor Set Data Structures

Create the Graphics Pipeline Data Structure Layout(s)

Fill the Graphics Pipeline Data Structure(s)



# Vulkan Program Flow – the Rendering Loop

