

Chapter number	Software required (With version)	Hardware specifications	OS required
		Vulkan GPU enabled system: The system must be installed with the Vulkan capable GPU. In order to check whether your system is compatible with the Vulkan, please visit the official website of your GPU vendor. Note: <i>The GPU and the driver must be from the same hardware vendor. See GPU compatible driver under software requirement for more information.</i>	
		Memory: 8 GB	
		Disk space: The Vulkan SDK installation requires around 300 MB space.	
	GPU compatible driver: You need to download & install the Vulkan drivers, please follow the below link and scroll down to the <i>Vulkan Driver</i> to search the compatible driver for your GPU card. This book is tested using NVidia drivers, NVidia supports both Windows and Linux OS drivers. Link: https://www.khronos.org/vulkan		Presently, the samples in this book are built and tested on Windows , we would like to extend the support to Linux and Android near future.

	<p>IDE:</p> <p>The build process for the examples in this book uses CMake build process. CMake can be used for a variety of IDEs that it supports. We personally used the free Visual Studio Community IDE for development and debugging purpose.</p> <p>Link: https://www.visualstudio.com/ko/downloads/</p>		
	<p>Python:</p> <p>Download Python 3.5 or greater.</p> <p>Link: https://www.python.org/downloads</p>		
	<p>CMake process:</p> <p>Any version CMake greater than 3.2 will work.</p> <p>Link: https://cmake.org/download</p>		
	<p>SDK:</p> <p>Download the latest Lunar-G SDK from the below link. The SDK supports Windows and Linux. Make sure you download the Windows SDK compatible with your system architecture (32/64 bit).</p> <p>Link: https://www.khronos.org/vulkan</p>		