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SwiftShader is a high-performance CPU-based implementation of the Vulkan graphics API. Its goal is to provide hardware independence for advanced 3D graphics. To do this, it uses multithreading and low-level components for processing shaders and ray tracing. SwiftShader is currently only supported on processors running Windows 10, macOS, and Linux. Support for other platforms is planned in the future. SwiftShader runs at the operating system level, not in a separate process, so it scales very easily. In addition, it provides full compatibility with the OpenGL library.



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