

PS4 Graphics APIs

"Wrapper" API

- Resembles DirectX and OpenGL without sacrificing efficiency
- Production viable – mostly just pass-through to low level API
- Full source code is provided

Low level API

- Builds draw, dispatch, and command buffers to feed to the GPU
- Much lower level than DirectX and OpenGL, but not quite driver level
- Similar to PS3 and PS Vita graphics libraries
- Enhanced performance by bypassing costly DirectX limitations and bottlenecks

Full SDK samples are provided

PS4 GPU Core