



SIGGRAPH 2026
Los Angeles 19–23 JUL

K H R O N O S
G R O U P



2026 Shader Ecosystem Survey Highlights

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About the Survey

- **Purpose:**
 - Gauge current use of shader tech
 - Identify potential standardization opportunities
- **Open June 16-July 10, 2026**
- **404 responses**
- **Publicized via:**
 - Khronos newsletter
 - Discord servers (Graphics Programming, Slang, Vulkan, Khronos)
 - LinkedIn, Reddit, Mastodon, BlueSky
 - Announcement, reminder, final reminder

THANK YOU, Respondents!!!

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Who Responded?

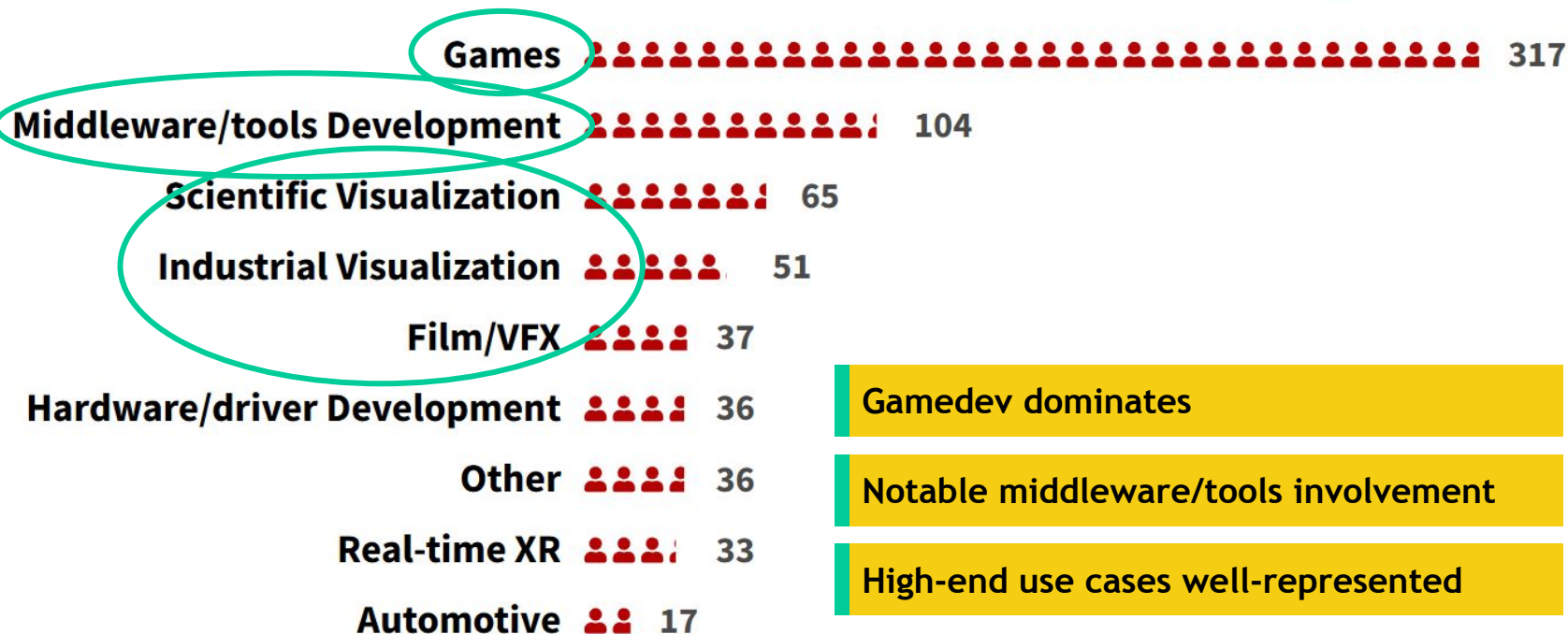


# Responses	Primary role
140	Graphics Programmer
117	Game / Engine Developer
49	Rendering Engineer
18	Tools / Middleware Developer
18	Researcher / Academic
14	Other (please specify)
12	Tech Artist / Technical Director
12	Shader Developer
10	Shading Language Designer/Implementor/Compiler Developer
7	Driver Developer
5	Hardware Vendor
2	Graphics API Designer
0	DCC Application Developer

No surprise who uses shaders the most

What Do They Do?

 = 10

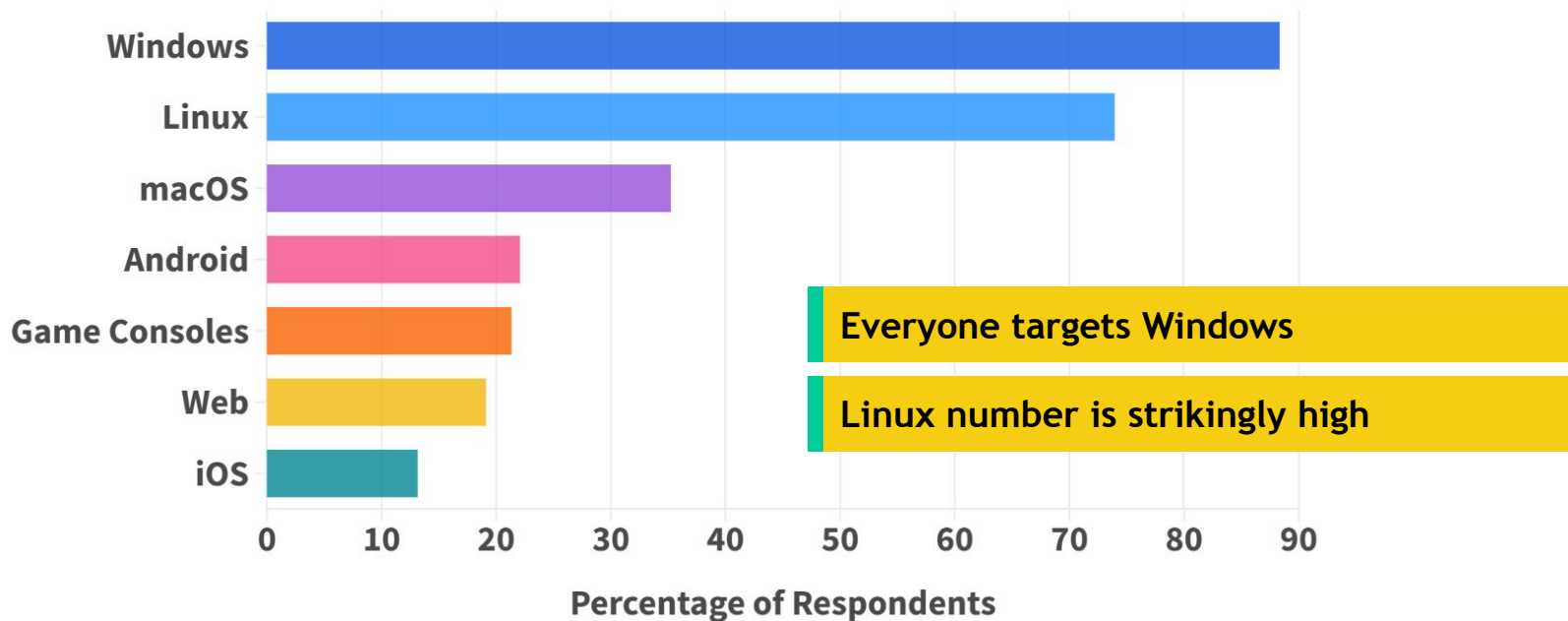


Gamedev dominates

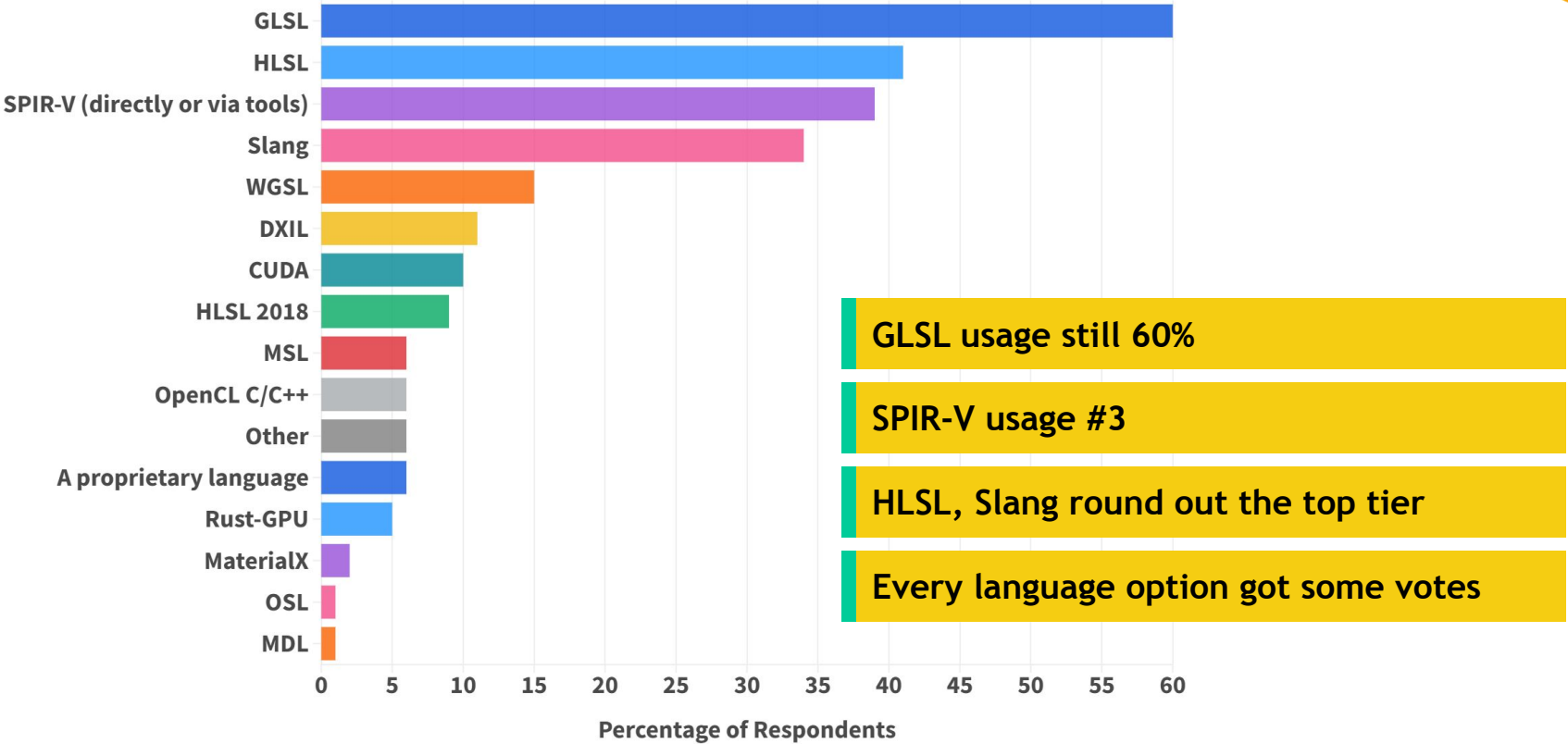
Notable middleware/tools involvement

High-end use cases well-represented

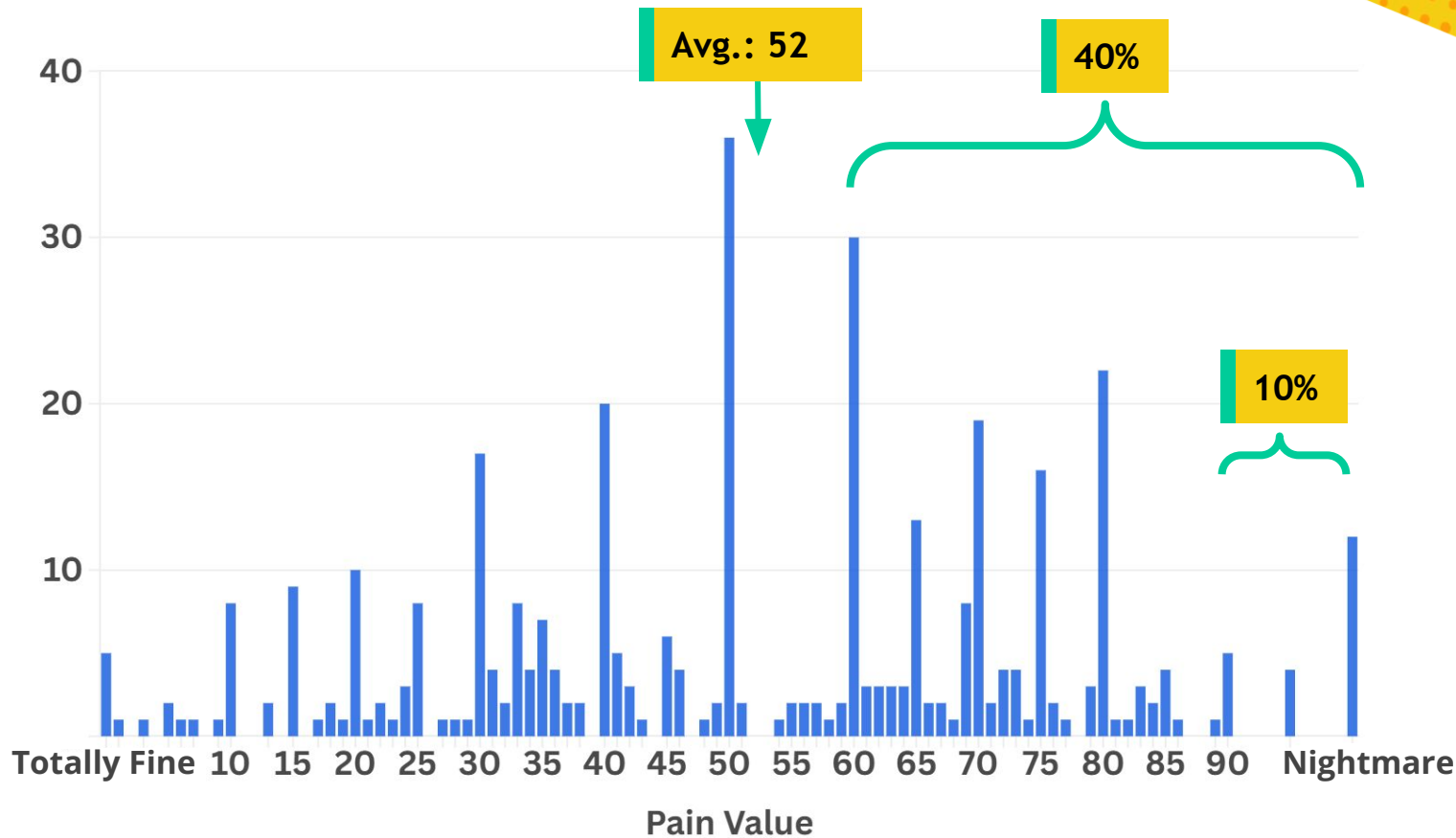
Platforms Targeted for Shaders



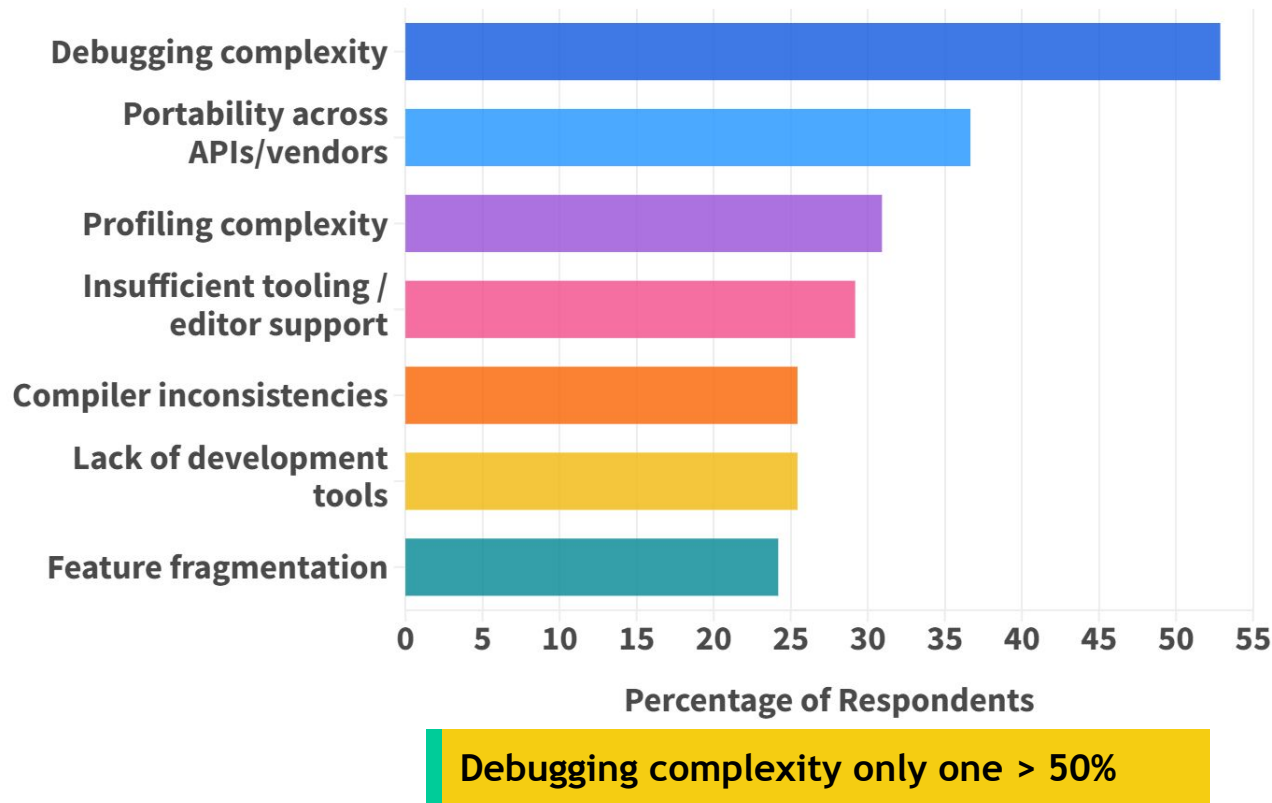
Languages Actively Used



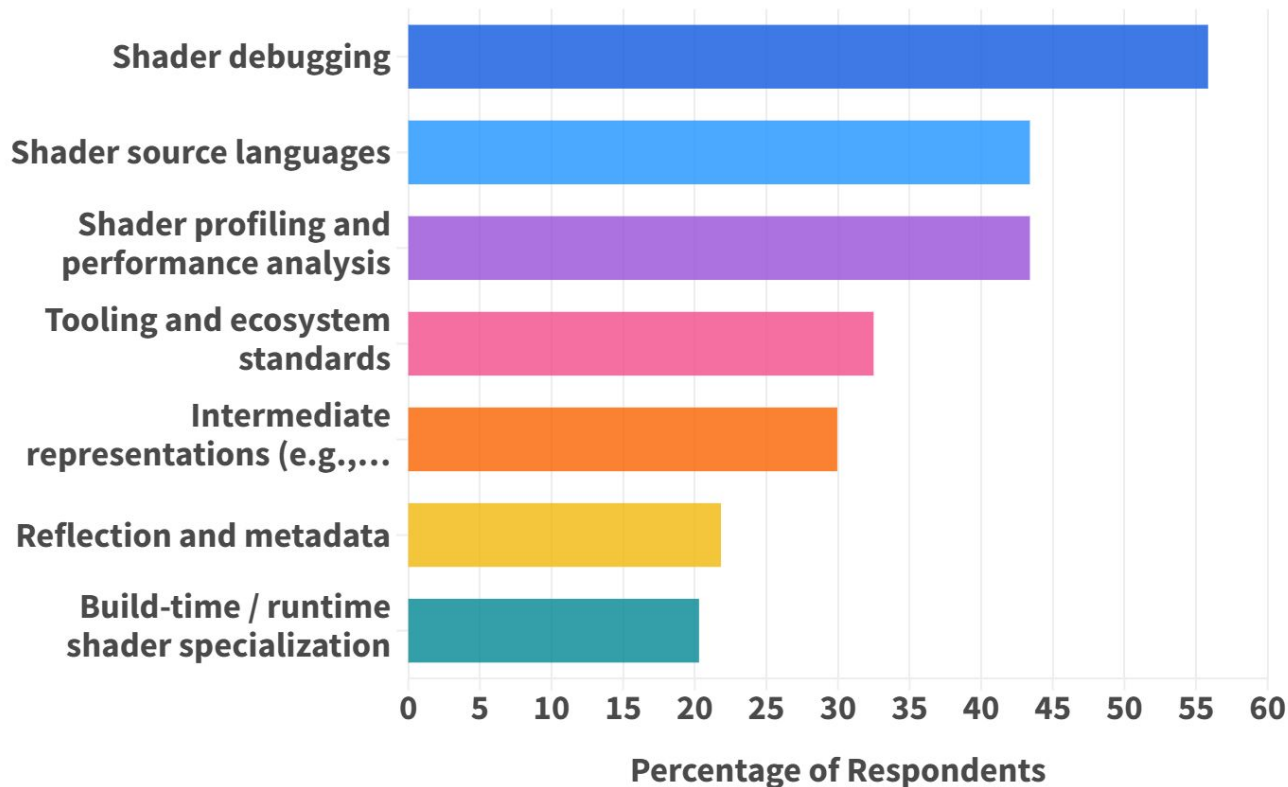
Pain of Shader Debugging/Profiling (0-100)



Biggest Pain Point With Shaders



Need for Stronger Standardization



Shader debugging only one > 50%

Value of Khronos Activities

(“Very valuable” + “Extremely valuable”)

- **77%: A cross-vendor shader debugging standard**
 - 50% “extremely valuable”
- **68%: Better documentation and reference implementations**
- **67%: Standardization of toolchain or tools**
- **64%: SPIR-V evolution**
- **61%: Education and best practices**

Have we got the message with shader debugging yet? 😊

Significant “Minority Reports”

- “You left out compute APIs”
- “We want a real language”
- “Too many languages already”
- “Get Apple to cooperate”

Download the Survey Report



**THANK YOU,
Respondents!!!**

Vulcanised 2027 and Real-Time Shading 2027

Call for submissions now open!



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
9:00a to 12:15p · Rm 515A Neural Shading Intro (Course) 	1:00 to 2:00p · Rm 518 Khronos Fast Forward  2:00 to 3:00p · Rm 518 GFXReconstruct: Vulkan Debug 	8:30 to 10:00a · Rm 518 From Splats to Worlds: 3DGS  10:00 to 11:00a · Rm 518 3D Assets: Tooling & Beyond  10:15 to 11:45a · Concourse Intro to Slang (Course)  11:00a to 12:00p · Rm 518 ANARI in Action  12:00 to 1:30p · Concourse NVIDIA: ML with Slang (Course)  1:00 to 2:30p · Rm 518 Real Time Shading BOF  1:00 to 2:30p · Rm 513 OMBI: Metaverse Browser  2:30 to 3:00p · Rm 518 Web of Worlds (WoW) BOF 	9:00a to 12:15p · Petree D Vulkan Application  9:00 to 10:00a WebGL & WebGPU  10:00 to 11:30a glTF 2.1 and Beyond  11:30a to 12:00p ANARI: Open Rendering  1:00 to 1:30p ML & Neural Rendering  1:30 to 2:00p Slang in Action  2:00 to 3:30p OpenXR: Spatial Computing  3:30 to 5:00p The State of Vulkan  5:00 to 6:00p AI Powered Standards  6:00 to 9:00p Networking Reception (RSVP) 	9:00 to 10:00a · Rm 518 Geospatial and 3D Tiles  1:30 to 8:00p · Invite only glTF Ecosystem Forum  2:00 to 3:30p · Rm 515A ANARI API Course 



Sessions & Events

Week at a Glance

Gray = LA Convention Center (LACC)
 Cream = JW Marriott L.A. LIVE (BOF Day)



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Thank you for attending!

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