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Grab the Vulkan SDK and run the vulkaninfo executable to easily check for Vulkan support as well as all the capabilities the device offers.

Checking For Vulkan Support

docs.vulkan : guide : latest : checking_for_support

Checking For Vulkan Support

Current versions of the Unity and Unreal game engines choose Vulkan as their default renderer on compatible Android devices. The ANGLE project implements a conformant implementation of the OpenGL ES API on top of Vulkan.

Use Vulkan for graphics | Android game development

developer.android : games : develop : use-vulkan

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