

# Graphics: Intel, D9VK, NVIDIA

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- [Intel Spins Up Latest Graphics Compiler + Compute Runtime With Ice/Tiger Lake Work](#) [2]

The Intel developers working on their open-source compute run-time this morning released a new version as they continue making improvements to their Gen11 Ice Lake support as well as further bringing up the Gen12/Xe Tiger Lake support.

As part of the compute runtime is the Intel Graphics Compiler to which this morning they released IGC 1.0.2805. With this compiler update is a memory leak fix, an OpenCL fix, and minor fixes/improvements.

- [D9VK developer is working on allowing DXVK to help Linux ports for Direct3D to Vulkan](#) [3]

You have a fancy game using Direct3D 11 and you want to port it to Linux? In future, DXVK may be able to help with that.

Currently, DXVK translates D3D11 and D3D10 into Vulkan when used with Wine. However, Joshua Ashton who developed D9VK which is the offshoot of DXVK to do the same for D3D9 put out word on Twitter that they've begun working on "a way to use DXVK on your native platform! (ie. D3D11 on Linux! 🍷)".

- [NVIDIA have released another Vulkan Beta Driver 435.27.07, just for Linux this time](#) [4]

NVIDIA have pushed out the second Vulkan Beta Driver in the space of a week, with 435.27.07 now available for Linux.

**Source URL:** <http://www.tuxmachines.org/node/130522>

**Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] [https://www.phoronix.com/scan.php?page=news\\_item&px=Intel-Pre-SC19-CR-GC](https://www.phoronix.com/scan.php?page=news_item&px=Intel-Pre-SC19-CR-GC)

[3] <https://www.gamingonlinux.com/articles/d9vk-developer-is-working-on-allowing-dxvk-to-help-linux-ports-for-direct3d-to-vulkan.15419>

[4] <https://www.gamingonlinux.com/articles/nvidia-have-released-another-vulkan-beta-driver-4352707-just-for-linux-this-time.15420>