

Qt 3D in Qt 6

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[What about Qt 3D in Qt 6?](#) [3]

In the previous article we described the changes to Qt 3D that are already in recent Qt 5 versions or in upcoming ones. This article will explain the work that is going on towards the major changes for Qt 3D in Qt 6.

There are many things we would like to improve in Qt 3D for Qt 6 but here I will focus on a couple of the big ones: caching renderer work and modern graphics APIs like Vulkan, Metal and DirectX 12.

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[The Qt 3D Story With Vulkan Should Be Quite Compelling For Qt 6.0](#) [4]

With the soon to be released Qt 5.14 is the start of their new high-level 3D API that itself is graphics API independent for being able to target the likes of Apple Metal and Vulkan as well as Direct3D and still falling back to OpenGL. The start of the graphics API independent scenegraph renderer is turning out well for Qt 5.14 but there will be more to come in the spring with Qt 5.15 while at the end of next year with Qt 6.0 should be a much more compelling story.

The work going into Qt Quick 3D and all of the new graphics API independent work for this leading cross-platform toolkit is very exciting. As well, Qt 3D (non Qt Quick 3D) will continue to be advanced too for those wanting more control over the 3D programming process.

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/145>

[2] <http://www.tuxmachines.org/taxonomy/term/108>

[3] <https://www.qt.io/blog/what-about-qt-3d-in-qt-6>

[4] https://www.phoronix.com/scan.php?page=news_item&px=Qt-3D-Vulkan-Qt-6.0-Compelling