Equalizer – Scalable Rendering

- Build for scalability:
  - Core is a generic, parallel rendering API
  - System-wide resource management
- Build for integration:
  - Transparent OpenGL™ layer
  - Remote visualization
  - Distributed Scene Graph 'plug-ins'

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- Sort-first, sort-last, stereo compounds and any combination thereof

- Any recomposition algorithm, e.g., binary swap or direct send

- Swap synchronization where needed

- Asynchronous execution

- Load-balancing planned

Equalizer

- LGPL license

- Open standard for scalable graphics

- Clusters and shared memory systems

- More on: www.equalizergraphics.com

- Collaborations welcome