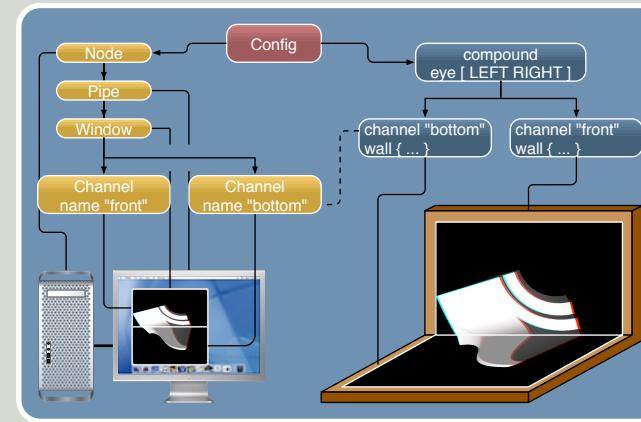


Scalability

Equalizer implements a wide range of algorithms to parallelize the rendering of large data sets. Multiple graphic cards, processors and computers can be combined to render a single view. Equalizer distributes the rendering task across the available resources (decomposition) and assembles the results on the final view (recomposition).

For the task decomposition, Equalizer supports sort-first (2D), sort-last (DB), Pixel and stereo (Eye) compounds. Time-multiplex (DPlex) is planned.

Equalizer supports virtually any parallel compositing algorithm, for example binary swap or direct send for sort-last rendering, and tile gathering for sort-first rendering.



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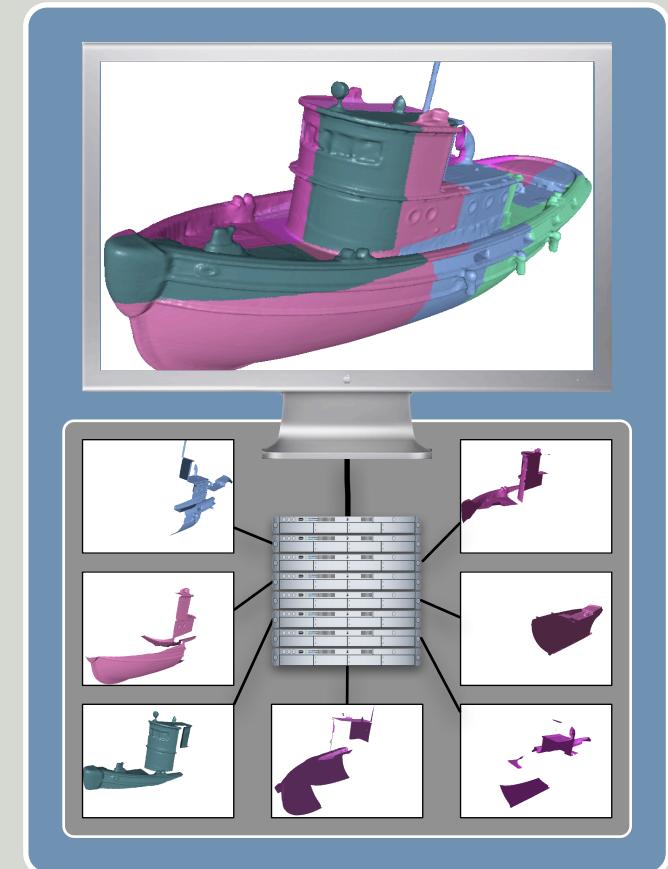
Equalizer is a product of Eyescale Software GmbH.

Contributors:



Equalizer

Parallel Rendering



Equalizer is an open source programming interface and resource management system for *parallel*, *scalable* OpenGL® applications. An Equalizer application can run unmodified on any visualization system, from a singlepipe workstation to large scale graphics clusters and multi-GPU workstations. The foundation of Equalizer is a *minimally invasive* programming interface which addresses the problems common to any multipipe application.

