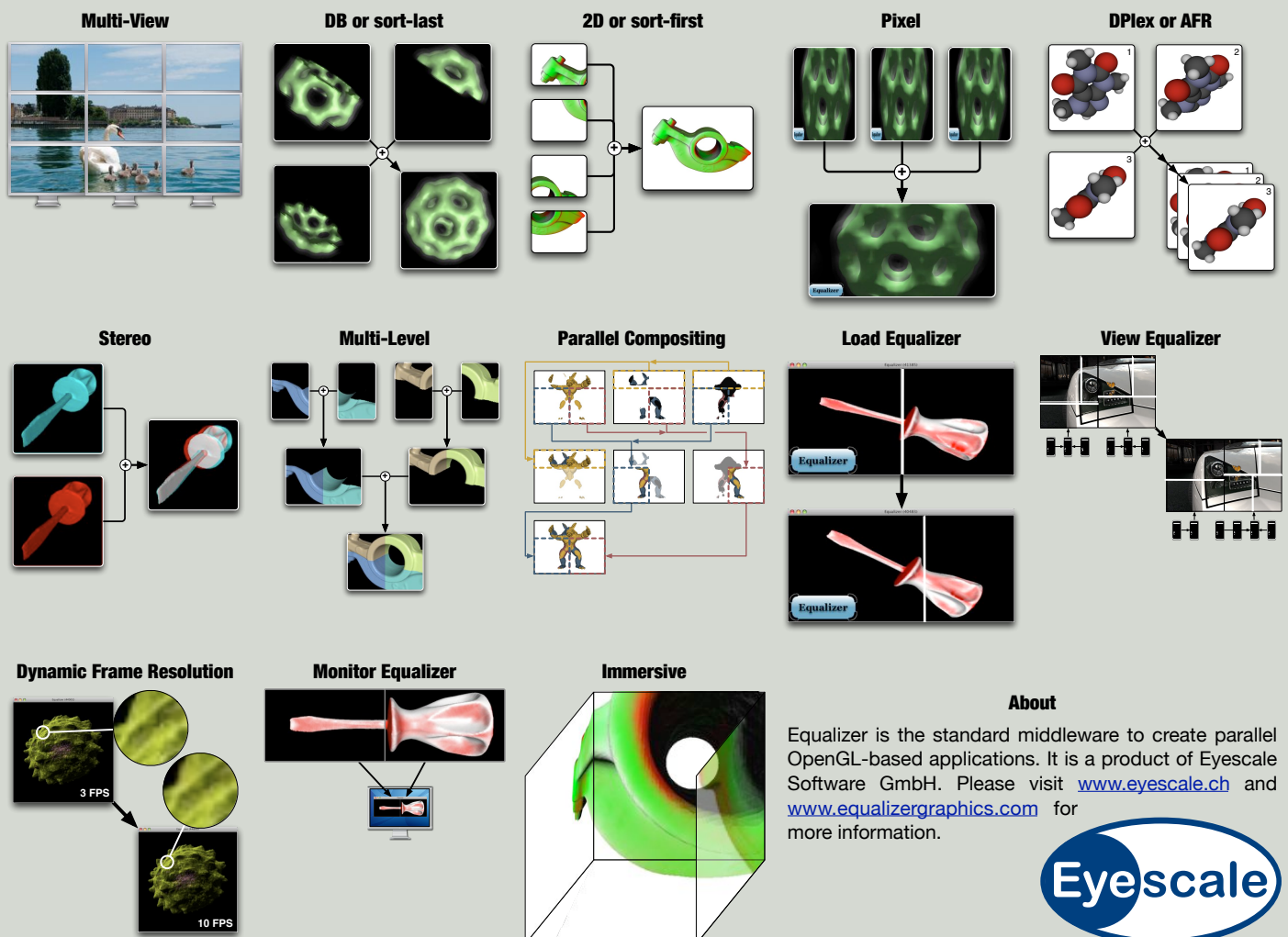


# Advanced Scalability for OpenGL Applications

Equalizer delivers innovative scalability features, easily integrated in your application.

Equalizer-based applications are inherently scalable, aggregating multiple GPU's, CPU's and computers to render multiple views. The application's rendering code is parallelized, contrary to other solutions which intercept the OpenGL command stream produced by a single application thread.

Equalizer provides a comprehensive set of algorithms to accelerate, load-balance and optimize the rendering of demanding data sets:



## About

Equalizer is the standard middleware to create parallel OpenGL-based applications. It is a product of Eyescale Software GmbH. Please visit [www.eyescale.ch](http://www.eyescale.ch) and [www.equalizergraphics.com](http://www.equalizergraphics.com) for more information.

