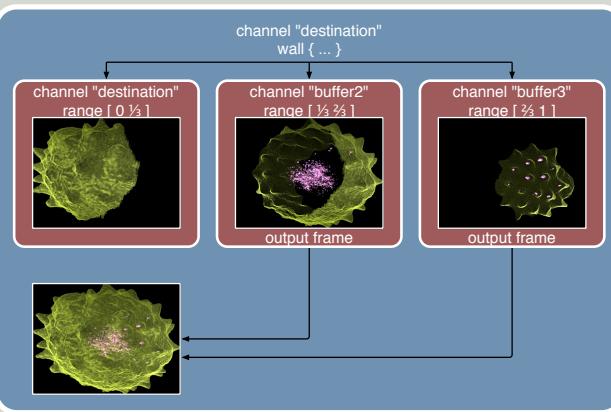


Screen-space decomposition applied to polygonal rendering using four GPU's



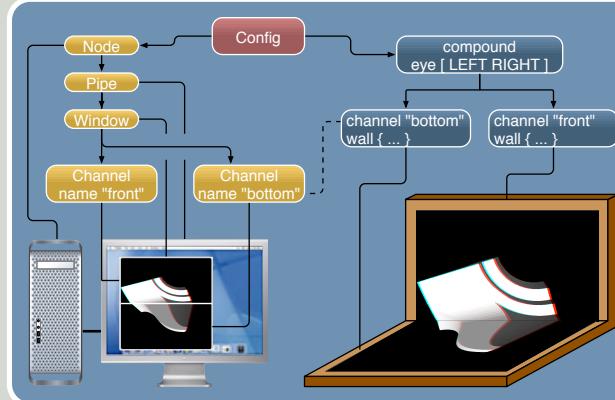
Database decomposition applied to volume rendering using three graphics cards

Scalability

Applications build with Equalizer are scalable, using multiple graphics cards, processors and computers to render a single or multiple views. The application is rendering in parallel at the optimal performance, in contrast to other solutions which operate on the OpenGL command stream.

Equalizer provides a comprehensive set of algorithms to parallelize and load-balance the rendering of demanding data sets. The rendering is distributed across all available resources (decomposition) and the results are assembled on the final view (recomposition).

Equalizer supports screen-space, database, time-multiplex, pixel and stereo task distribution.



Example configuration for a TAN Holobench™ using stereo rendering

www.equalizergraphics.com
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Equalizer is a product of Eyescale Software GmbH.

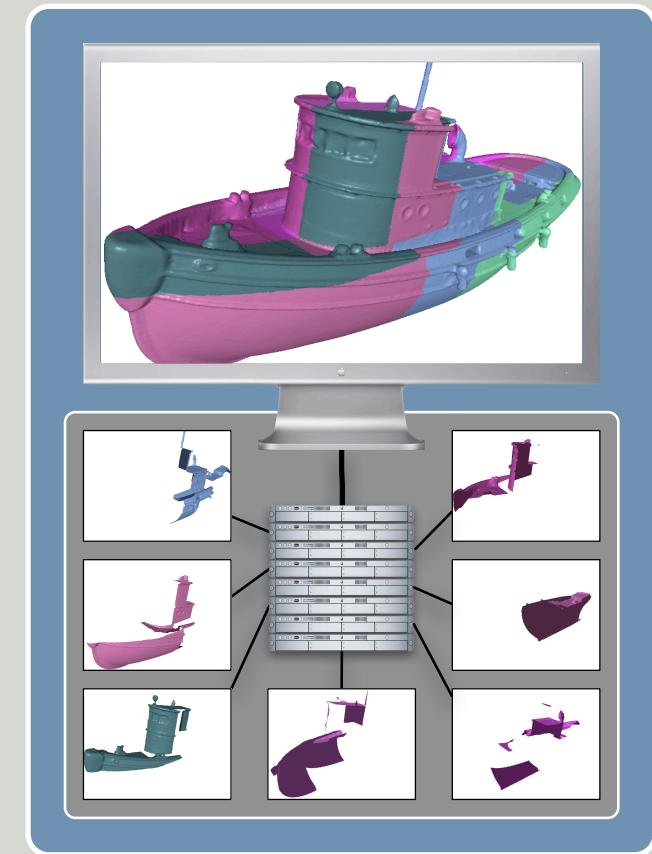
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Equalizer

Parallel Rendering



Equalizer is the standard middleware to create parallel OpenGL®-based applications. It enables applications to benefit from multiple graphics cards, processors and computers to scale the rendering performance, visual quality and display size. An Equalizer-based application runs unmodified on any visualization system, from a simple workstation to large scale graphics clusters, multi-GPU workstations and Virtual Reality installations.

