

Equalizer – Scalable Rendering

- Multipipe rendering framework
 - Multi-Display: planar & curved wall, VR
 - Stereo: active, passive, anaglyphic
 - Scalable Rendering: combine multiple GPUs
- Build for scalability:
 - Core is a generic, parallel rendering API
 - System-wide resource management

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- Sort-first (2D), sort-last(DB), stereo compounds, any combination possible
- Parallel recomposition, e.g., binary swap or direct send
- Swap synchronization where needed
- Asynchronous execution
- Load-balancing planned

Equalizer

- LGPL license: commercial use welcome
- Open standard for scalable graphics
- Minimally invasive: easy porting
- Clusters and shared memory systems
- Linux, Windows, Mac OS X
- More on: www.equalizergraphics.com