OpenGL.
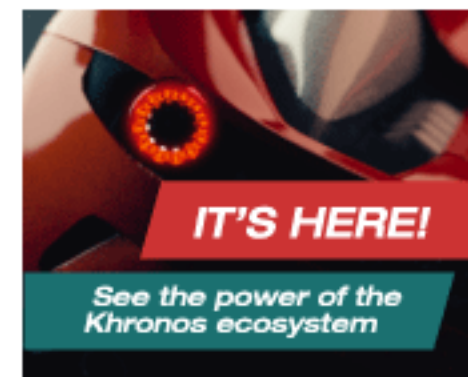
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Upcoming Events

- 2015 SIGGRAPH
- Big Nerd Ranch OpenGL ES Bootcamp August
- 3-day OpenCL 2.0 training
- OpenCL embedded boards comparison 2015
- IEEE International Symposium on Big Data Visual Analytics
- 2015 Platform Parallel - Scandinavian GPGPU Day
- WebGL Paris 2015
- SC15 Austin Texas

More upcoming events

Khronos Recent News

- OpenGL ES 3.0 Cookbook with 90+ recipes
- AMD announces FirePro S9170 Server GPU with support for OpenCL 2.0
- AMD releases Catalyst 15.7 Linux driver with Multi-Device support for OpenCL 2.0
- The Future of Graphics Programming: The Vulkan API
- OpenGL ES working group soliciting quotes for enhancing & expanding the OpenGL ES Conformance Test Suite

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OpenGL Headline News

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AMD releases Catalyst 15.7 Linux driver with a fix for OpenGL on RHEL 7.1

Category: Developers • Processors • Comments

Jul 09, 2015 AMD has released the Catalyst 15.7 driver for Linux. Included in the change log AMD has listed Multi-Device support for OpenCL 2.0. Among the resolved issues is a fix for segmentation faults observed while launching some OpenGL games in RHEL7.1.

OpenGL GPU-accelerates Adobe Illustrator CC 2015

Category: Developers • Comments

Jul 03, 2015 GPU-acceleration is the major performance enhancement to Adobe Illustrator CC 2015. This SIGGRAPH paper Accelerating Vector Graphics Rendering using the Graphics Hardware Pipeline explains how OpenGL GPU-accelerates the PDF-based vector graphics rendering model used by Illustrator. Attend the paper presentation at SIGGRAPH 2015 in Los Angeles.

Remograph Releases OpenGL-based Remo 3D v2.5

Category: Applications • Comments

Jun 29, 2015 Remograph today announced the release of Remo 3D v2.5. This new version 2.5 of Remo 3D brings a new Modify UV tool, improvements to the script and macro support and other various fixes. The full list of new features and improvements can be found in the release notes on our website. Remo 3D was developed using OpenGL, OpenSceneGraph, FLTK and Lua.

AMD Radeon R9 Series Graphics Cards to support OpenGL 4.5 and Vulkan

Category: Developers • Processors • Comments

Jun 25, 2015 AMD's Radeon R9 Series Graphics Cards delivers more than 3x the bandwidth per watt over GDDR5 along with a 4096-bit memory interface for incredible new advances in power and efficiency. Optimized performance for next-gen APIs including Vulkan and OpenGL 4.5 and is designed from the ground up to give you everything you need to enjoy the latest games.

CryEngine 3 now fully supports Linux and OpenGL

Category: Applications • Comments

Jun 24, 2015 CryEngine, the game engine developed by Crytek that is used by a number of large games including Crysis, Homefront: The Revolution, Ryse, and Star Citizen, now officially supports Linux. As a rather pleasing side effect of Linux support, CryEngine now also has a full-featured OpenGL rendering implementation.

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