EVL Sage / Rocks

PRAGMA 10

Overview

www.evl.uic.edu/cavern/sage
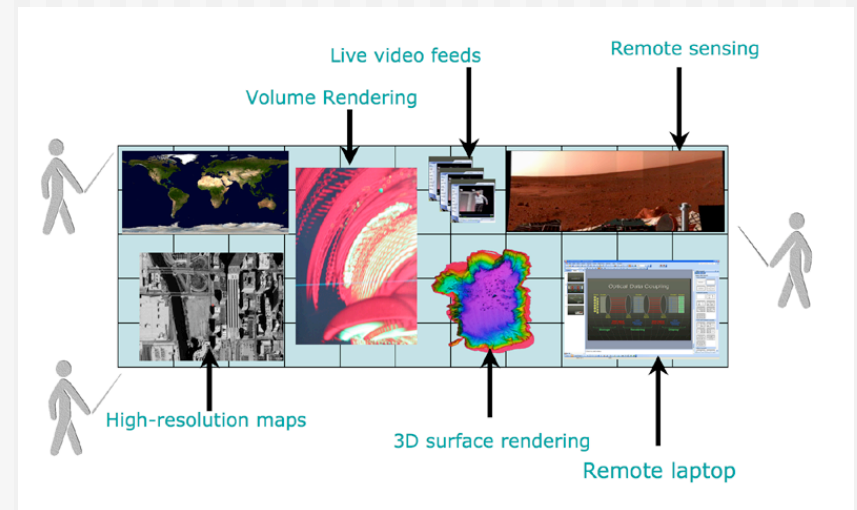
- ◆ Remote Rendering
  - ➲ Render Node
    - nVidia GPU renders
    - Master node CPU reads texture map
  - ➲ Display Nodes
    - Master node CPU sends texture maps to display nodes
    - Image displayed on wall
- ◆ Pixel Pushing
  - ➲ Can stream pixels over the network at fullspeed
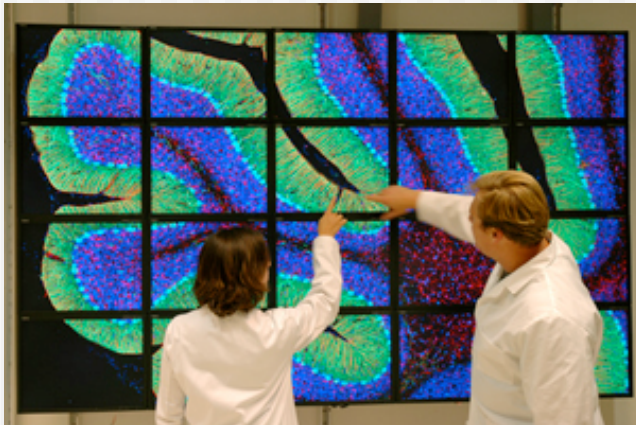   - Impossible with DMX or Chromium
    - Movies and Images
- ◆ Community Wall
  - ➲ HD camera feeds (video conferencing)
  - ➲ SVGA screen captures (plug in your laptop to the wall)

Live video feeds
Remote sensing
Volume Rendering
High-resolution maps
3D surface rendering
Remote laptop

Examples

Beta Version Released (x86)

www.rocksclusters.org

Viz (Pre Sage)