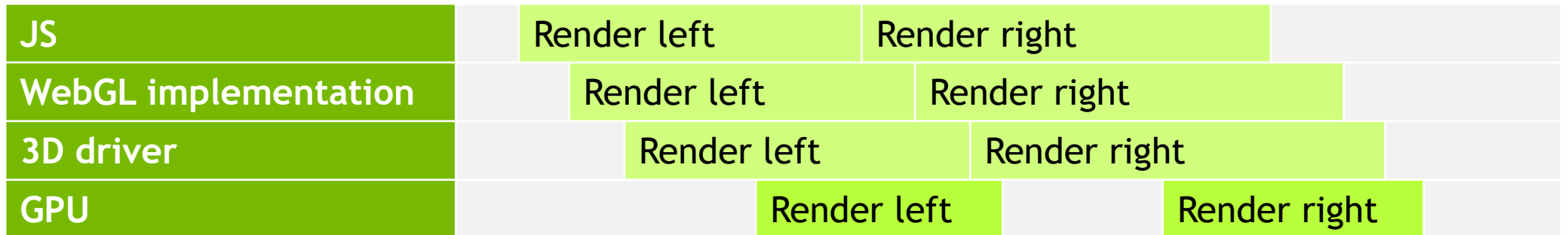


2X DRAW CALL PERFORMANCE WITH WEBGL_MULTIVIEW

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WEBGL STEREO RENDERING WITHOUT EXTENSION

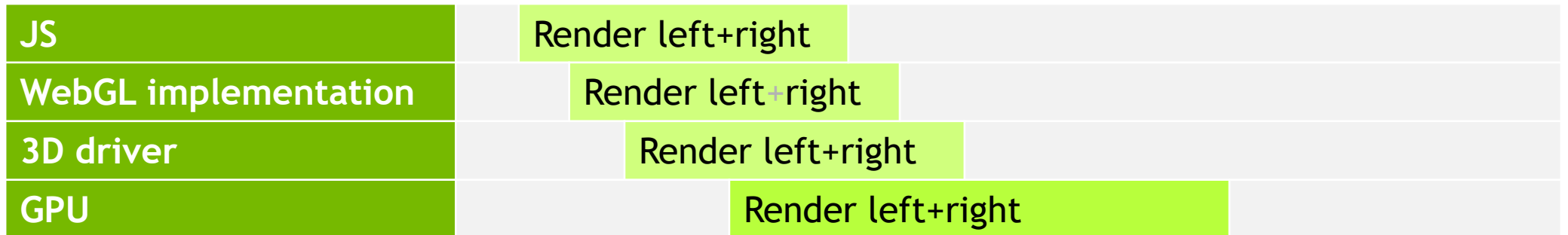


WEBGL_MULTIVIEW

Left and right views - same draw calls with different view matrix.

What if we could send parameters for both views in the same draw call?

WEBGL_MULTIVIEW



PROTOTYPING RESULTS

We built a partial prototype inside ANGLE.

Built on top of DX11 and OpenGL APIs.

CPU shows 2x performance with 2 views.

No impact on GPU performance.

MORE INFORMATION

https://www.khronos.org/registry/webgl/extensions/proposals/WEBGL_multiview/

Based on

https://www.khronos.org/registry/OpenGL/extensions/OVR/OVR_multiview.txt

Still in the proposal stage, but hopefully moving to draft soon!

