

Scaling GPU performance as you scale spatial resolution

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ABSTRACT

With increasing projector resolution, scene complexity and higher resolution imagery modern Image Generator are relying more and more on the GPU performance. GPU performance is increasing year on year but as IGs scale to drive 4K or 8k resolution projectors there is a move to using multi-GPUs as well as advanced OpenGL features to scale processing. This paper discusses the best practices for approaching multi-GPU programming investigating methods of doing temporal rendering (alternate frame), spatial rendering (separate field of view) and the use of OpenGL 4.x compute shaders to do post processing effects.