Khronos Launches OpenGL 4.6 Adopters Program with Significantly Enhanced Conformance Test Suite in Open Source

OpenGL 4.6 Conformance Test Suite available on public GitHub;
Intel and NVIDIA have already made successful OpenGL 4.6 product submissions

BEAVERTON, OR, USA, January 31, 2018 /EINPresswire.com/ -- January 31, 2018 – Beaverton, OR – The Khronos™ Group, an open consortium of leading hardware and software companies creating advanced acceleration standards, announces the launch of the OpenGL® 4.6 Adopters Program to enable implementations to become officially conformant to the latest generation OpenGL specification. The significantly enhanced OpenGL 4.6 Conformance Test Suite used in the Adopters Program has been released in open source on GitHub to enable industry participation in testing and ongoing conformance test suite improvements. General information on Khronos Adopters Programs can be found here.

"Khronos was proud to release OpenGL 4.6 while celebrating the standard's 25th anniversary over the summer. Since then, an enormous amount of work has gone into enhancing the associated conformance tests. The new test suite makes adoption smoother for API implementers, and enables developers to benefit from the reliable availability of the new features and improvements made in the latest iteration of the OpenGL standard," said Piers Daniell, OpenGL Working Group chair at Khronos and principal engineer at NVIDIA. "The Khronos OpenGL Working Group is committed to support and enhance this vital industry standard as its availability forges ahead into in its second quarter century."

Khronos members Intel and NVIDIA have already successfully made submissions to the OpenGL 4.6 Adopters Program, showcasing reliable cross-vendor operation, and enabling the submitted products to become officially conformant. Information on all OpenGL conformant products can be found on the Khronos Conformant Product Registry. Any company, whether or not a Khronos member, is welcome to become an OpenGL 4.6 adopter and submit conformance test results for OpenGL Working Group review and approval. Those who pass certification will be able to use the royalty-free OpenGL trademark and gain protection under the Khronos Intellectual Property Framework.

The OpenGL Working Group and Khronos members have invested heavily in enhancing the conformance tests for OpenGL 4.6, with significantly increased testing transparency, and enhanced test coverage. Features enjoying improved testing include direct state access, robustness, GLSL, framebuffer, renderbuffer objects and many more. OpenGL 4.6 also shares test source with OpenGL ES and has added coverage for numerous ARB and KHR extensions used across APIs, as well all the new features in OpenGL 4.6.

Industry Support for OpenGL 4.6

"Intel is proud to support the important advances that OpenGL 4.6 brings to the industry and to have OpenGL 4.6 certified on the latest four generations of Intel® Core™ processors. We are fully committed to delivering open source drivers on leading-edge Intel® platforms," said Imad Sousou,

vice president of the Software and Services Group and general manager of the Open Source Technology Center at Intel.

"OpenGL is vital to our professional customers who need portable access to the latest graphics functionality. NVIDIA continues to work closely with the Khronos Group on the development of new OpenGL specifications and extensions. We welcome the official availability of the OpenGL 4.6 Adopters Program, and have already delivered conformant drivers on our full range of OpenGL 4.x-capable GPUs for improved rendering quality, performance and functionality," said Bob Pette, vice president of Professional Visualization at NVIDIA.

"Khronos' open sourcing of the OpenGL conformance test suite and ongoing liaison between Khronos and X.org is continuing to enable non-vendor led open source implementations to achieve official conformance. We warmly welcome the conformance test usability and functionality enhancements made available to us in this latest official release of the OpenGL 4.6 Adopters Program," said David Airlie, major contributor and developer of Mesa, X.org and the Linux kernel.

About OpenGL 4.6
OpenGL is the most widely adopted 2D and 3D graphics API in the industry, leveraged by software developers to create high-performance, visually compelling graphics software applications for a wide variety of platforms including PCs, workstations, and supercomputers. OpenGL provides flexibility through being network-transparent, as well as window-system and operating-system independent. It is deployed across CAD, energy, manufacturing, game development, content creation, architecture, virtual reality, and medical markets.

The latest iteration of OpenGL includes added functionality through ARB extensions, such as SPIR-V support, reduced driver overhead, enhanced support for Direct3D compatibility, improved visual quality of textured scenes, and reduced CPU overhead associated with rendering batches of geometry. More information about OpenGL 4.6 can be found at the Khronos OpenGL information page.

About The Khronos Group
The Khronos Group is an industry consortium creating open standards to enable the authoring and acceleration of parallel computing, graphics, vision and neural networks on a wide variety of platforms and devices. Khronos standards include Vulkan®, OpenGL®, OpenGL® ES, OpenGL® SC, WebGL™, SPIR-V™, OpenCL™, SYCL™, OpenVX™, NNEF™, COLLADA™, OpenXR™ and glTF™. Khronos members are enabled to contribute to the development of Khronos specifications, are empowered to vote at various stages before public deployment, and are able to accelerate the delivery of their cutting-edge accelerated platforms and applications through early access to specification drafts and conformance tests. For more information about The Khronos Group visit Khronos.org.

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Alex Crabb
Caster Communications
401-792-7080
email us here

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