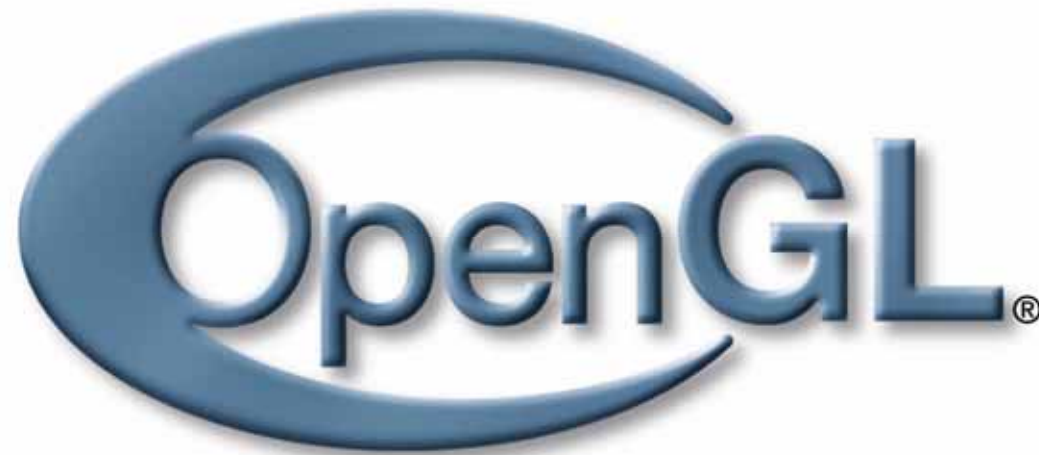


**K H R O N O S**  
G R O U P



**Siggraph BOF 2007**

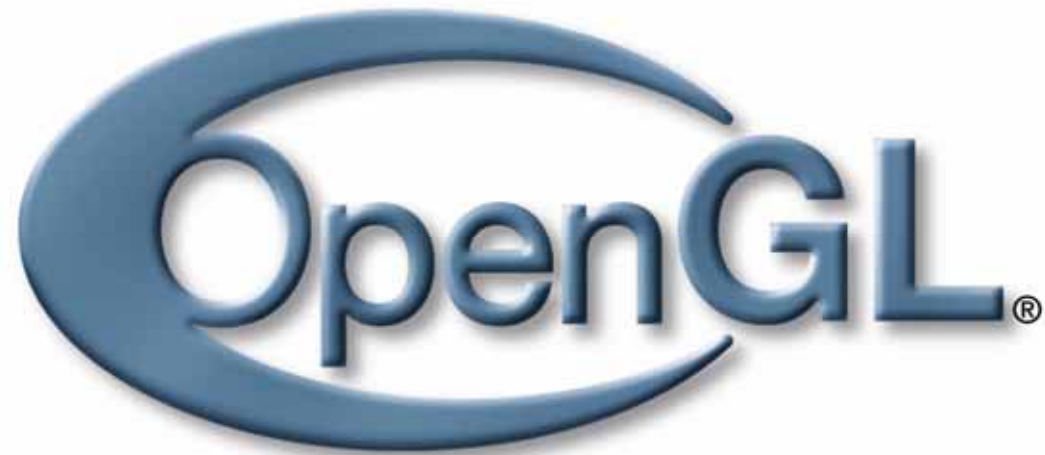
**Barthold Lichtenbelt**  
**ARB Working Group Chair, NVIDIA**

# Agenda

- Year in Review and roadmap (Barthold Lichtenbelt)
- OpenGL 3 overview (Michael Gold)
- OpenGL Shading Language update (Bill Licea-Kane)
- Ecosystem update (Jon Leech)
- OpenGL Mount Evans update (Jeremy Sandmel)
- glFX update (Neil Trevett)
- SPECviewperf 10 and beyond (Ian Williams)
- gDEDebugger Linux announcement (Yaki Tebeka)
- Party and demos - 7:15pm – 8:30pm



Interspersed with trivia questions



# **Year in Review**

**Barthold Lichtenbelt**  
**ARB Working Group Chair, NVIDIA**

# Results of the last year

- OpenGL 2.1 and GLSL 1.20 released August 2, 2006
- Launched the quarterly “OpenGL Pipeline Newsletter” summer 2006
  - Published 4 editions so far!
  - Special thanks to Benj Lipchak, driving and prodding us to write articles
- gDEDebugger Academic Program
  - Started July 2006 and ended July 2007
  - 1360 Academic licenses given out to institutions and students from 30 countries!
- OpenGL Architecture Review Board dissolved on 9/20/2006
- Re-formed under Khronos as the “OpenGL ARB Working Group”
  - Good synergy. Closer collaboration with the rest of Khronos.
  - Help from a professional organization with marketing, meetings, wiki, opengl.org etc.



# Results of the last year

- **Launched the OpenGL SDK in February 2007**
  - [www.opengl.org/sdk](http://www.opengl.org/sdk)
- **Presentations and booth at GDC 2007 (March 2007)**
- **Published a white paper to counter the negative press around OpenGL and Windows Vista (April 2007)**
  - A first for the ARB

**So, Is that all?**

**Well, no....**

# So, is that all?

- **Increased the pace of face-to-face meetings**
  - September 2006, January, March, May, June, August 2007
  - On track for six or seven meetings this year
- **Increased the pace of weekly teleconferences**
  - 4-5 times a week

To deliver what we promised last year



(Formerly known as OpenGL Longs Peak)



# The good and the bad



## OpenGL 3 is a reality

- You all will get a t-shirt during the party!
- **OpenGL 3 is a great increase in efficiency of an already great API**
- **OpenGL 3 provides a solid, consistent, well thought out basis for the future**
- **OpenGL 3 is a true industry effort with broad support**
  
- **The spec is almost ready**
  - Michael Gold and Jon Leech are the spec editors
- **The ARB will finalize open issues end of August**

# What is coming?

- **OpenGL Longs Peak Reloaded**
  - might contain:
    - Attribute index offsetting
    - Compiled shader readback for caching
    - CopySubBuffer to copy data between buffer objects
    - Frequency dividers
    - Display list like functionality
    - 2-3 months after OpenGL 3
- **OpenGL Mount Evans**
  - Adds modern features
  - Requires R600, G80 or equivalent class hardware
  - 3-5 months after OpenGL 3

# Thanks to:

- All OpenGL 3 T-shirt sponsors!
- James Riordon, [opengl.org](http://opengl.org) webmaster
- Elizabeth Riegel and crew for all the “behind the scenes” work
- Benj Lipchak, former chair of the Ecosystem TSG

