

A Virtual Frame Buffer Abstraction for Parallel Rendering of Large Tiled Display Walls

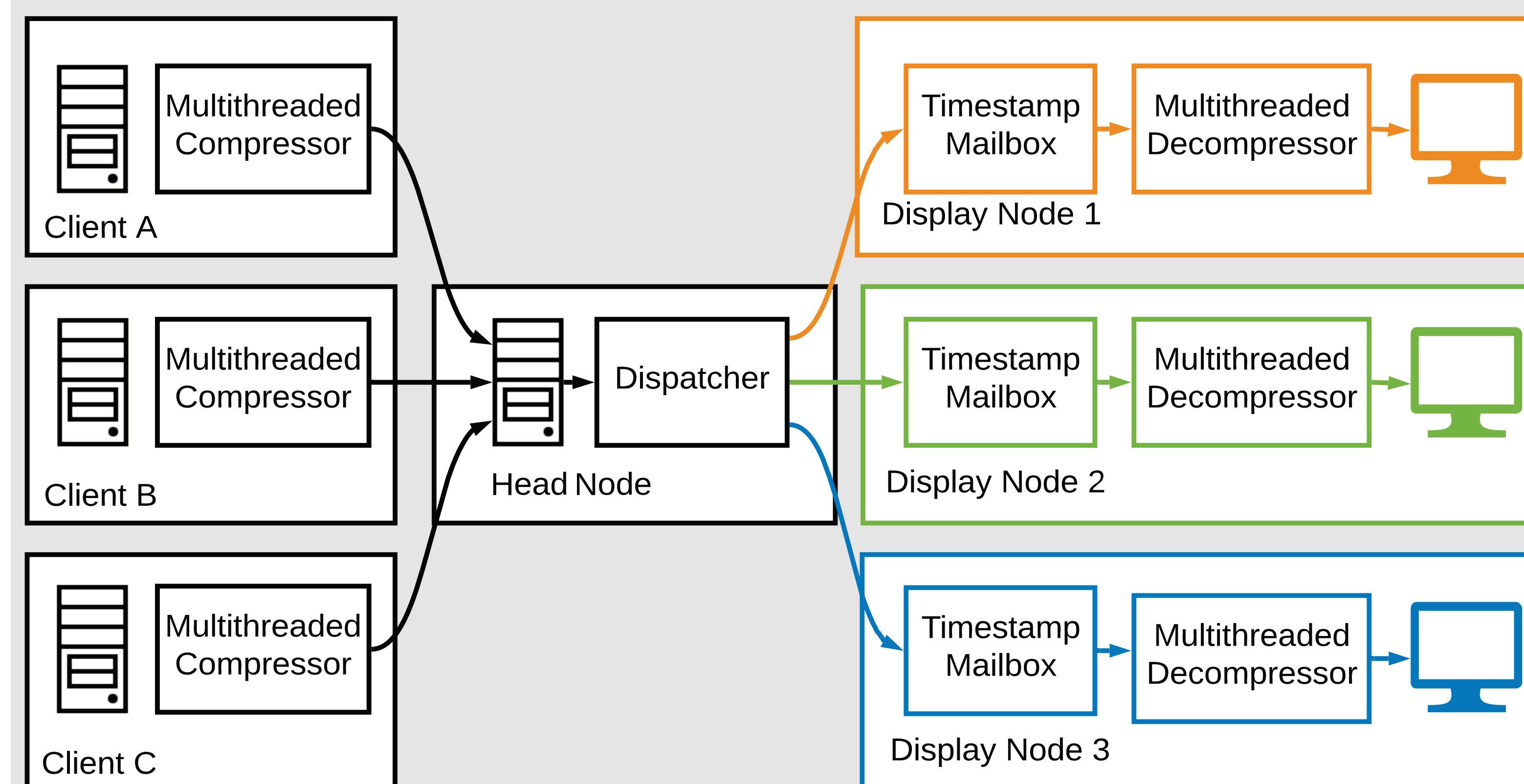
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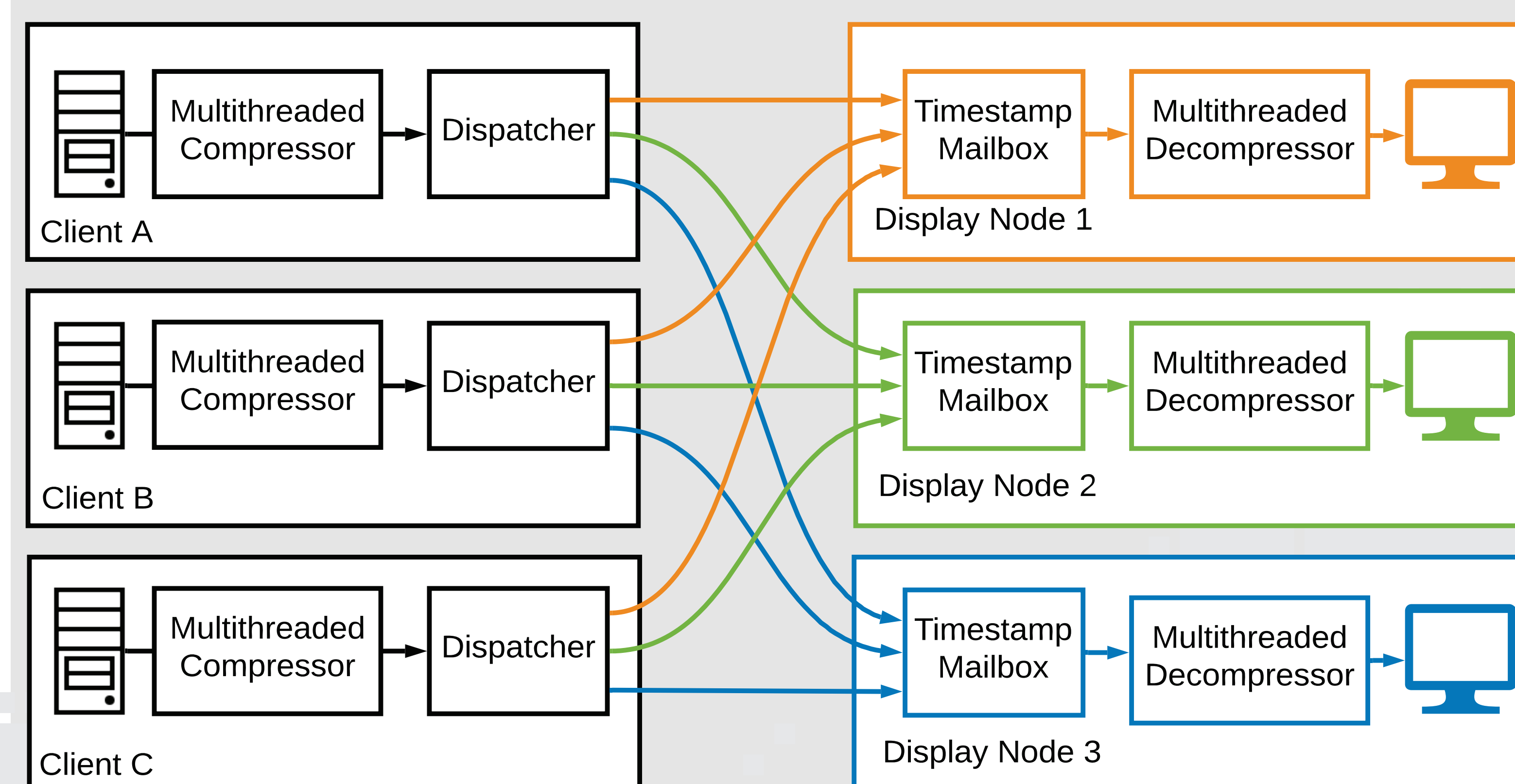
Framework Overview

We introduce a lightweight open-source framework for driving tiled display walls that

- can be integrated into CPU and GPU renderers,
- can transparently operate in the dispatcher or direct mode to support typical network configurations



Dispatcher Mode



Direct Mode

