



# Performance evaluation of graphics accelerator

Created by: Bc. Juraj Vanek

Supervised by: Ing. Adam Herout, Ph.D.

## About:

- benchmark inspired by „3D Marks“
- multiplatform: OpenGL 3.2, OpenCL, SDL, wxWidgets
- uses newest OpenGL features (GLSL, programmable pipeline, geometry shaders, instancing, VBO, FBO)
- measure performance in advanced effects (HDR, ambient occlusion, shadows, normal and displace mapping...)
- three performance presets: High End (Full HD 1080p), Mainstream (720p), Low-End

## 6 test series, 21 tests:

- 4 fillrate tests
- 5 fragment shader tests
- 4 geometry shader tests
- 3 vertex shader tests
- 4 HDR/complex tests
- 1 OpenCL compute test

## Results:

- **Total score:** to compare graphics card against others
- **Reference gfx:** GeForce GTX 285, 10000pts in Mainstream settings
- **Output:** HTML page with results

## On-line results browser:

- [www.stud.fit.vutbr.cz/~xvanek29/gluxmark2](http://www.stud.fit.vutbr.cz/~xvanek29/gluxmark2)
- compare various results from different users
- performance charts
- statistics
- gathered more than 150 results

## Fastest graphics cards:

GeForce GTX 480 SLI	28 691 pts
GeForce GTX 470	19 226 pts
Radeon HD 5870	14 636 pts
Radeon HD 5850	14 039 pts
GeForce GTX 280	9886 pts
GeForce GTX 260	9446 pts
Radeon HD 5770	8372 pts

