Performance evaluation of graphics accelerator

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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
- compare various results from different users
- performance charts
- statistics
- gathered more than 150 results

Fastest graphics cards:

<table>
<thead>
<tr>
<th>Graphics Card</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>GeForce GTX 480 SLI</td>
<td>28 691 pts</td>
</tr>
<tr>
<td>GeForce GTX 470</td>
<td>19 226 pts</td>
</tr>
<tr>
<td>Radeon HD 5870</td>
<td>14 636 pts</td>
</tr>
<tr>
<td>Radeon HD 5850</td>
<td>14 039 pts</td>
</tr>
<tr>
<td>GeForce GTX 280</td>
<td>9886 pts</td>
</tr>
<tr>
<td>GeForce GTX 260</td>
<td>9446 pts</td>
</tr>
<tr>
<td>Radeon HD 5770</td>
<td>8372 pts</td>
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