

Intel's New OpenGL Driver Is Looking Really Great With The Upcoming Mesa 19.2

By *Rianne Schestowitz*

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[1]

Intel's new open-source OpenGL Linux driver "Iris" Gallium3D that has been in development for the past two years or so is getting ready to enter the limelight. Months ago they talked of plans to have it ready to become their default OpenGL driver by the end of the calendar year and with the state of Mesa 19.2 it's looking like that goal can be realized in time. With our new tests of this driver, in most games and other graphics applications the performance of this Gallium3D driver is now beyond that of their "classic" i965 Mesa driver.

Over the past year we've been looking a lot at the Intel Gallium3D performance and it's been a remarkable journey from the performance starting out well below their decade old OpenGL driver to now mostly exceeding that classic Mesa driver and often times by wide margins. The Intel Gallium3D driver is also largely now to feature parity in terms of OpenGL extensions and other capabilities. With all of their bases covered, this summer for the upcoming Mesa 19.2 release we've been seeing a lot of performance optimizations land. Back in April is when they indicated they hope to have it become the default by end of year 2019 and viable by Mesa 19.2.

[2]

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] <http://www.phoronix.com/vr.php?view=28188>