

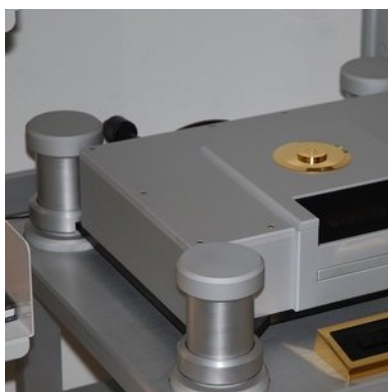
# DAV1D Experimenting With Vulkan & OpenGL ES GPU Offloading

By *Roy Schestowitz*

Created 02/09/2019 - 6:23pm

Submitted by Roy Schestowitz on Monday 2nd of September 2019 06:23:32 PM Filed under [Graphics/Benchmarks](#) [1]

[Movies](#) [2] [OSS](#) [3]



There isn't any AV1 video decode/encode built into the video engines of today's GPUs, but the DAV1D project CPU-based AV1 decoder is experimenting with offloading some aspects of the process to current generation hardware with OpenGL ES and Vulkan.

There are experimental branches of the dav1d decoder that exploit OpenGL ES and Vulkan for offloading some elements of the decode process to the graphics hardware. At the moment Self-Guided Restoration (SGR) and Constrained Directional. Enhancement Filter (CDEF) is among the functionality implemented for OpenGL ES / Vulkan.

[4]

---

Source URL: <http://www.tuxmachines.org/node/127657>

**Links:**

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

[2] <http://www.tuxmachines.org/taxonomy/term/53>

[3] <http://www.tuxmachines.org/taxonomy/term/72>

[4] [https://www.phoronix.com/scan.php?page=news\\_item&px=DAVID-Vulkan-GLES-Experiment](https://www.phoronix.com/scan.php?page=news_item&px=DAVID-Vulkan-GLES-Experiment)