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The GPLGPU is now available, a GPLv3-licensed Verilog design for a 2D/3D graphics engine.

There's long been community-based projects to create an open-source GPU design at the hardware level, but these open-source graphics card designs have ultimately failed not to mention being years (or in many cases, over a decade) behind AMD/Intel/NVIDIA in their graphics capabilities. Kickstarter-based open-source GPUs have also not panned out thus far. Launched this week though is now the source to a new 2D/3D graphics engine design based on the project that hoped to raise a million dollars for its work.

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