

Powerful Libraries for High-Fidelity Visualization Applications



Intel® oneAPI Base and Rendering Toolkit is an award-winning, comprehensive suite of development tools that enable developers and content creators to build high-performance, high-fidelity, extensible, and cost-effective visualization applications and solutions. The Intel® Rendering Toolkit (Render Kit) is a powerful set of open-source rendering, ray tracing, denoising, and path guiding libraries for AI synthetic data generation, digital twins, high-fidelity and high-performance visualization, and immersive content creation. Achieve optimized rendering performance with these libraries and Intel® CPU and GPU hardware, comprising a scalable solutions stack.

Who needs it?

Developers working on Graphics and AI Graphics applications and solutions. (Figure 1) including:

- **AI, robotics, and autonomous vehicle developers**
- **Machine learning and deep learning applications**
- **Research scientists**
- **3D Creators, developers, and artists**
- **Product designers and engineers**

What it does

Meets the demands of the highest-quality ray tracing use cases without the limitations and compromises of rasterization. Users can interactively visualize huge data sets (terabytes), embracing full system memory beyond today's memory limits of GPU add-in cards. Plus, your existing investments in graphics and rendering solutions based on Intel Rendering Toolkit libraries will seamlessly scale to gain the exponential performance benefits of future, flexible CPU-plus-accelerator platforms.

Highlights

Intel oneAPI Rendering Toolkit is a set of advanced, open-source libraries that deliver high performance and high image quality for data-intensive use cases on CPU & GPU platforms of all sizes, including workstation, data center/cloud, and high-performance computing (HPC) clusters. It provides both scalable and interactive ray tracing and visualization.

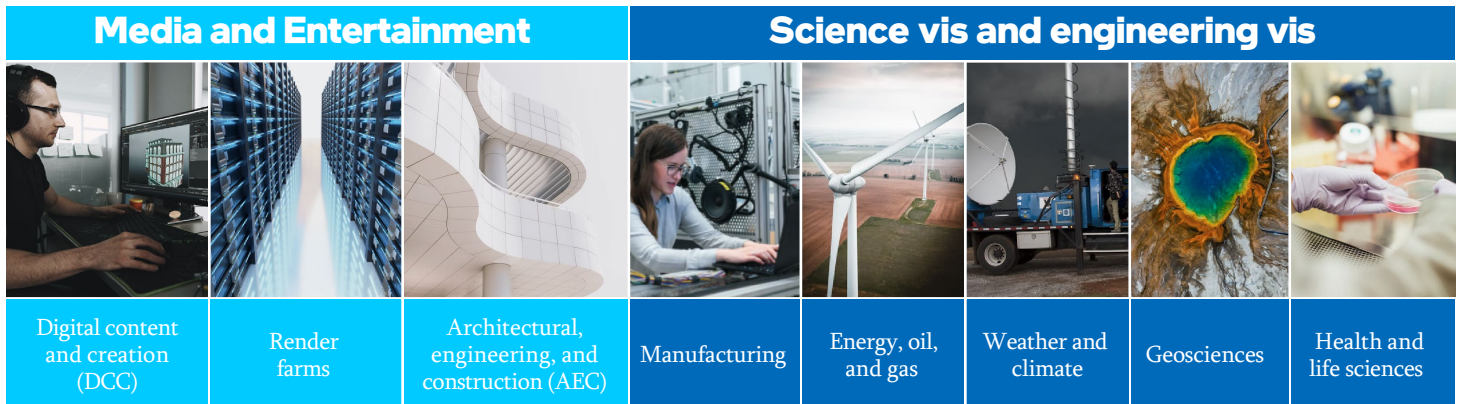


Figure 1. Applications for Intel® oneAPI Rendering Toolkit

Intel® oneAPI Base + Rendering Toolkit

Direct Programming

Intel® oneAPI DPC++/ C++ Compiler
 Intel® DPC++ Compatibility Tool
 Intel® Distribution for Python*
 Intel® Embree
 Intel® Open Image Denoise
 Intel® Open Volume Kernel Library
 Intel® Open Path Guiding Library
 Intel® OSPRay
 Intel® OSPRay Studio
 Intel® OSPRay for Hydra* Rendering
 Toolkit Utilities

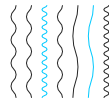
API-Based Programming

Intel® oneAPI DPC++ Library
 Intel® oneAPI Math Kernel Library
 Intel® oneAPI Data Analytics Library
 Intel® oneAPI Threading Building Blocks
 Intel® oneAPI Video Processing Library
 Intel® oneAPI Collective Communications Library
 Intel® oneAPI Deep Neural Network Library
 Intel® Integrated Performance Primitives

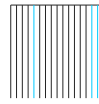
Analysis and Debugging Tools

Intel® Advisor
 Intel® VTune™ Profiler
 Intel® Distribution for GDB*

*Hardware support varies by individual oneAPI tool.
 Additional architecture support will be expanded over time.
 *Other names and brands may be claimed as the property of others.



CPU

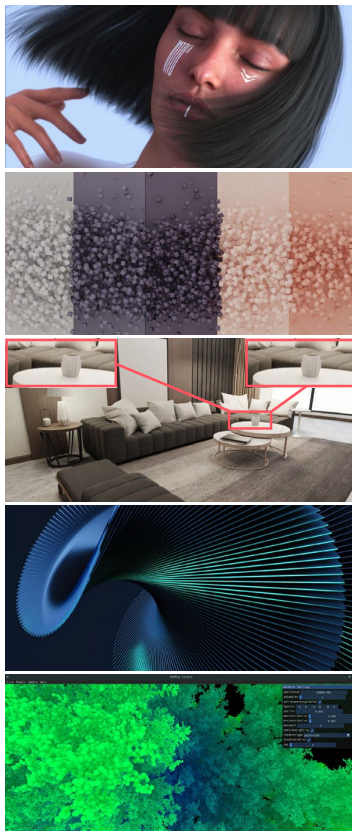


GPU

What you get

The Intel oneAPI Rendering Toolkit is a set of advanced, open-source libraries that deliver high performance and both scalable and interactive ray tracing and OpenGL image quality for data-intensive use cases on CPU & GPU platforms visualization.

Intel leadership in ray tracing for high-performance graphics and compute



Intel® Embree:
 High-performance, feature-rich ray tracing and photorealistic rendering.

Intel® OSPRay:
 Scalable, portable, distributed rendering API.

Intel® Open Image Denoise:
 AI-accelerated denoiser for superior visual quality.

Intel® Open Volume Kernel Library: Render and simulate 3D spatial data processing.

Intel® OSPRay Studio:
 Real-time rendering via graphical user interface-based, scene graph application add-on Intel OSPRay.

Ray Tracing and Rendering Software Toolkit Capabilities	Intel® Rendering Toolkit	Competitive Tools
Runs at scale from laptop or workstation across enterprise HPC, cloud, and wherever you have compute infrastructure.	✓	No
Visualize huge data sets (terabytes) interactively, embracing full system memory, create freely beyond limits to 32 GB card VRAM.	✓	No
Persistent memory support for data loss protection, reduced restart times, and I/O performance for ever-growing geometric and volumetric data.	✓	No
Combines volume and geometry rendering.	✓	No
Render in high-fidelity, path-traced, scientific visualization: Shadows, ambient occlusion, global illumination, denoising.	✓	✓
Supports model complexity beyond triangles: Triangle meshes, quad meshes, flat or round oriented curves; discs, spheres, and subdivision surfaces.	✓	Limited
Motion blur support for linear, time-segmented objects and quaternion.	✓	✓
Open-source libraries. Permissive Apache 2 license with 100+ ISVs delivering content creation tools using common scalable compute infrastructure.	✓	No
Future-proofs code with built-in support for hybrid rendering on Intel® CPUs and future Intel® Xe architecture/GPUs.	✓	No

The **Intel oneAPI Base Toolkit** is a core set of advanced compilers, libraries, and analysis and debug tools, such as Intel® VTune™ Profiler and Intel® Advisor, for building and deploying high-performance, data-centric applications across a variety of Intel® architectures. Data Parallel C++ (DPC++) language for direct programming, which is also included, is an evolution of C++ that incorporates SYCL, allowing code reuse across hardware targets. Enables high productivity and performance across CPU, GPU, and FPGA architectures while permitting accelerator-specific tuning.

- **Intel® oneAPI DPC++/C++ Compiler:** A standards-based, cross-architecture compiler supporting Data Parallel C++, C++, C, SYCL, and OpenMP that leverages well-proven LLVM compiler technology and Intel's history of compiler leadership for performance. Experience seamless compatibility with popular compilers, development environments, and operating systems.
- **Intel® DPC++ Compatibility Tool:** Migrate CUDA source code to DPC++ code with this assistant.
- **Intel® oneAPI DPC++ Library:** Speed up data parallel workloads with these key productivity algorithms.
- **Intel® oneAPI Threading Building Blocks:** Simplify parallelism with this advanced threading and memory management template library.
- **Intel® Advisor:** Design code for efficient vectorization, threading, and offloading to accelerators.
- **Intel® VTune Profiler:** Find and optimize performance bottlenecks across CPU, GPU, and FPGA systems.

And more

Priority Support

Every paid version of Intel® oneAPI Base & Rendering Toolkit automatically includes Priority Support at our [Online Service Center](#) for a timespan that starts at purchase, typically one year.

You get:

- **Direct and private interaction** with Intel's support engineers, including the ability to submit confidential support requests.
- **Accelerated response time** for toolkit-related technical questions and other product needs
- **Ability to influence** product features and quality.
- **Priority Support** for escalated defects
- **Free download access** to all new product updates and continued access to older versions of the product
- **Access to a vast library** of self-help documentation that builds off decades of experience in creating high-performance code.
- **Additional services** at reduced cost, including on-site or online training and consultation by Intel technical consulting engineers.

Try your code in the Intel® Developer Cloud

Develop, run, and optimize your Intel oneAPI code in the Intel® DevCloud—a free development sandbox with access to the latest Intel® CPU, GPU, and FPGA hardware and Intel oneAPI software.

Get started.

- Get the [Intel® oneAPI Base & Rendering Toolkit](#) ›
- Learn more about [Priority Support for Intel® oneAPI Toolkits](#) ›
- Check out the [Intel® Developer Cloud](#) ›

intel software

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Software and workloads used in performance tests may have been optimized for performance only on Intel® microprocessors.

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Performance results are based on testing as of dates shown in configurations and may not reflect all publicly available updates. See configuration disclosure for details. No product or component can be absolutely secure.

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