

Open Graphics Project OGD1P Press Release

The Open Graphics Project is announcing today the completion of their first hardware product, OGD1P.

OGD1P is the Open Graphics Development platform series 1, PCI edition. It is an FPGA-based development platform that the Open Graphics Project will use primarily to develop, test, and prove logic that will ultimately be incorporated into a fixed-function, high-performance integrated circuit. Being reprogrammable and full-featured, OGD1P is suitable for many applications outside of graphics hardware, and the free-design hardware community will find it to be a valuable platform for future development. As an FPGA prototyping board, OGD1P is priced competitively with other FPGA boards on the market. For the same price, OGD1P has a much larger and faster FPGA and much more on-board memory. OGD1P comes with a Xilinx[®] Spartan-3[™] XC3S4000 FPGA, a Lattice[™] XP10 FPGA, 256 MiB of memory, four DVI transmitters (configured as two dual-link channels), a 330MHz DAC for analog video, a Conexant[®] TV chip for S-Video out, a 64-bit 66MHz PCI card edge (PCI Express in the planning stages), and a large number of user-configurable I/O headers.

About the Open Graphics Project

The Open Graphics Project is dedicated to the development of graphics hardware that is openly documented, such that it can be supported and used in ways that leverage the value of the Free Software community. It was founded in October, 2004 by experienced graphics hardware designer Timothy Normand Miller, in response to lackluster support from existing graphics card vendors.

Since the Open Graphics Project was started, the Open Graphics Mailing List has grown to over 500 members. All development details have been publicly accessible, and full specifications for a 3D graphics engine have been developed, conforming to OpenGL[®] 1.3. In addition to the completion of these specifications and the OGD1P development platform, logic (in the form of Verilog code) has been developed for PCI, memory, video, and PROM interfaces.

Pricing

The list price of OGD1P is \$1500, but discounts are available. Discounts are available through bulk purchases and via developer discounts. The Open Hardware Foundation (see below) is responsible for deciding who may get developer pricing and who may receive subsidies from donations.

Organization of the Open Graphics Project

Given the high cost of hardware development, the Open Graphics Project cannot function as many loose-knit Free Software projects. They have developed legal frameworks to assist in the legal and financial aspects of the project. Traversal Technology LLC has been formed as a for-profit corporation to manage the hardware fabrication and act as an interface between the Open Graphics Project community and regular business concerns. The Open Hardware Foundation has been formed as a non-profit corporation that will manage donations, organize free-design hardware projects, and act as a democratic representative of the needs of the community for the Open Graphics Project and Traversal.

Licensing

As of this moment, all hardware and software designs associated with the Open Graphics Project are released under Free Software licenses. All hardware and some software is licensed under the GPL, and the all remaining software is released under the X11 license.

Useful links

The Open Graphics Project main page:

<http://www.opengraphics.org>

Details about OGDIP:

<http://wiki.duskglow.com/tiki-index.php?page=OGD1>

Traversal Technology LLC home page:

<http://www.traversaltech.com>

The Wikipedia article on Open Graphics Project:

http://en.wikipedia.org/wiki/Open_graphics

The Open Hardware Foundation:

<http://www.openhardwarefoundation.org>

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