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Chapter 1. Release Notes

1.1. What's new in Optical Flow SDK 3.0

- DirectX 12 interface
- Forward and Backward flow
- Global flow vector

1.2. Package Contents

This package contains the following:

1. Sample applications demonstrating generation of optical flow vectors and stereo disparity between frames passed as DirectX and CUDA buffers
   - \NvOFBasicSamples
2. NVIDIA optical flow API files
   - \NvOFInterface
3. NVIDIA optical flow based Tracker
   - \NvOFTracker

The sample applications provided in the package are for demonstration purposes only and may not be fully tuned for quality and performance. Hence the users are advised to do their independent evaluation for quality and/or performance.

The sample applications in the package use the FreImage open source library. Please see http://freeimage.sourceforge.net for details. FreImage is used under the FIPL, Version 1.0. A copy of the license is present in the package at \Common\External\FreeImage\license-fi.txt.
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