



NVIDIA OPTICAL FLOW SDK

Release Notes

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Chapter 1. Release Notes

1.1. What's new in Optical Flow SDK 5.0

- ▶ Support for the Optical Flow Vulkan interface on Ampere and newer generation GPUs.

1.2. Package Contents

This package contains the following:

1. NVIDIA optical flow API files
 - ▶ [.\NvOFInterface]
2. Sample applications demonstrating generation of optical flow vectors and stereo disparity between frames passed as DirectX and CUDA buffers. Sample applications demonstrating generation of optical flow vectors between frames passed as Vulkan buffers
 - ▶ [.\NvOFBasicSamples]
3. NVIDIA optical flow based Tracker
 - ▶ [.\NvOFTracker]
4. NVIDIA optical flow based FRUC library and sample application
 - ▶ [.\NvOFFRUC]

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 Freemage open source library. Please see <http://freemage.sourceforge.net> for details. Freemage is used under the FIPL, Version 1.0. A copy of the license is present in the package at .\Common\External\Freemage\license-fi.txt

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