NVIDIA OPTICAL FLOW SDK

Release Notes
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Chapter 1. Release Notes

1.1. What's new in Optical Flow SDK 4.0

- Optical Flow engine-assisted Frame Rate Up Conversion (FRUC) library that can be used for interpolating intermediate frames in game or video for improving overall framerate.
- Windows Subsystem for Linux (WSL) support that enables running SDK applications in Linux environment on Windows OS.

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
   - `[\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 FreImage open source library. Please see [http://freeimage.sourceforge.net](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\FreImage\license-fi.txt]`
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