

Figure 14.1: Output of the OpenMP particle simulator

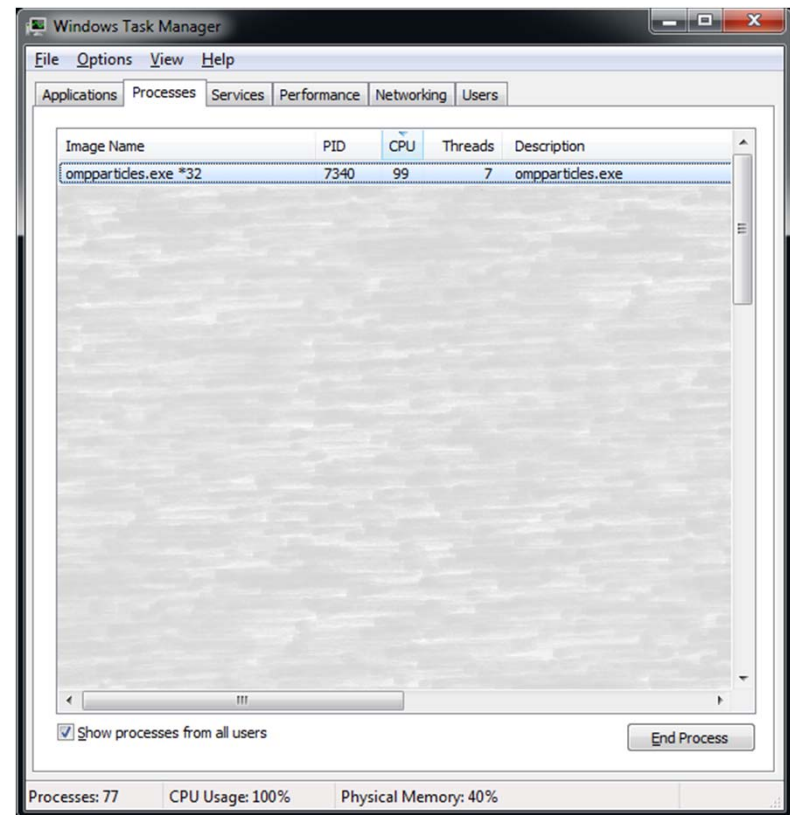
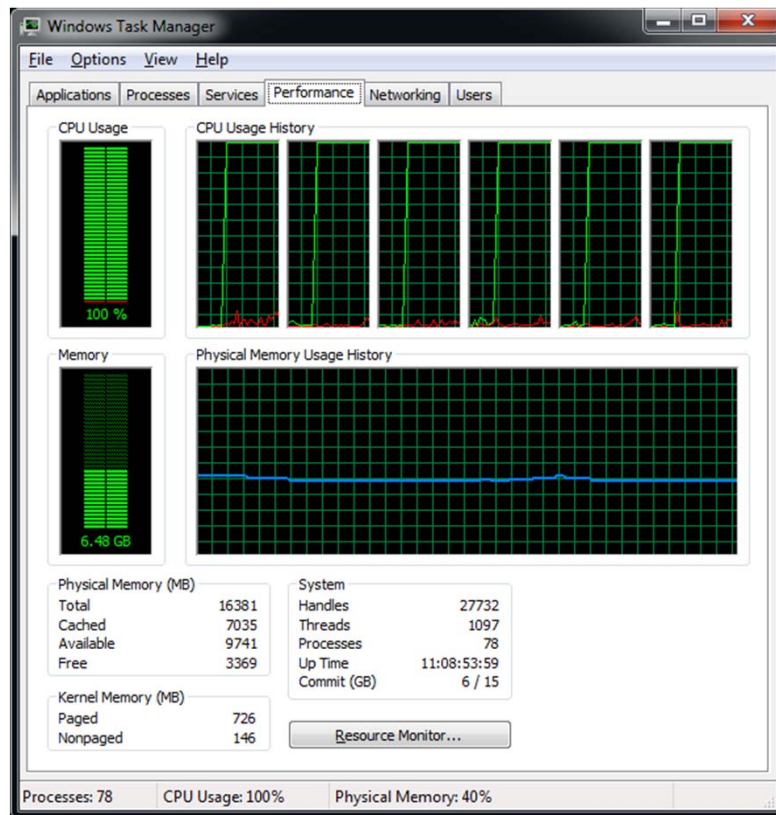


Figure 14.2: CPU utilization of the omparticles application

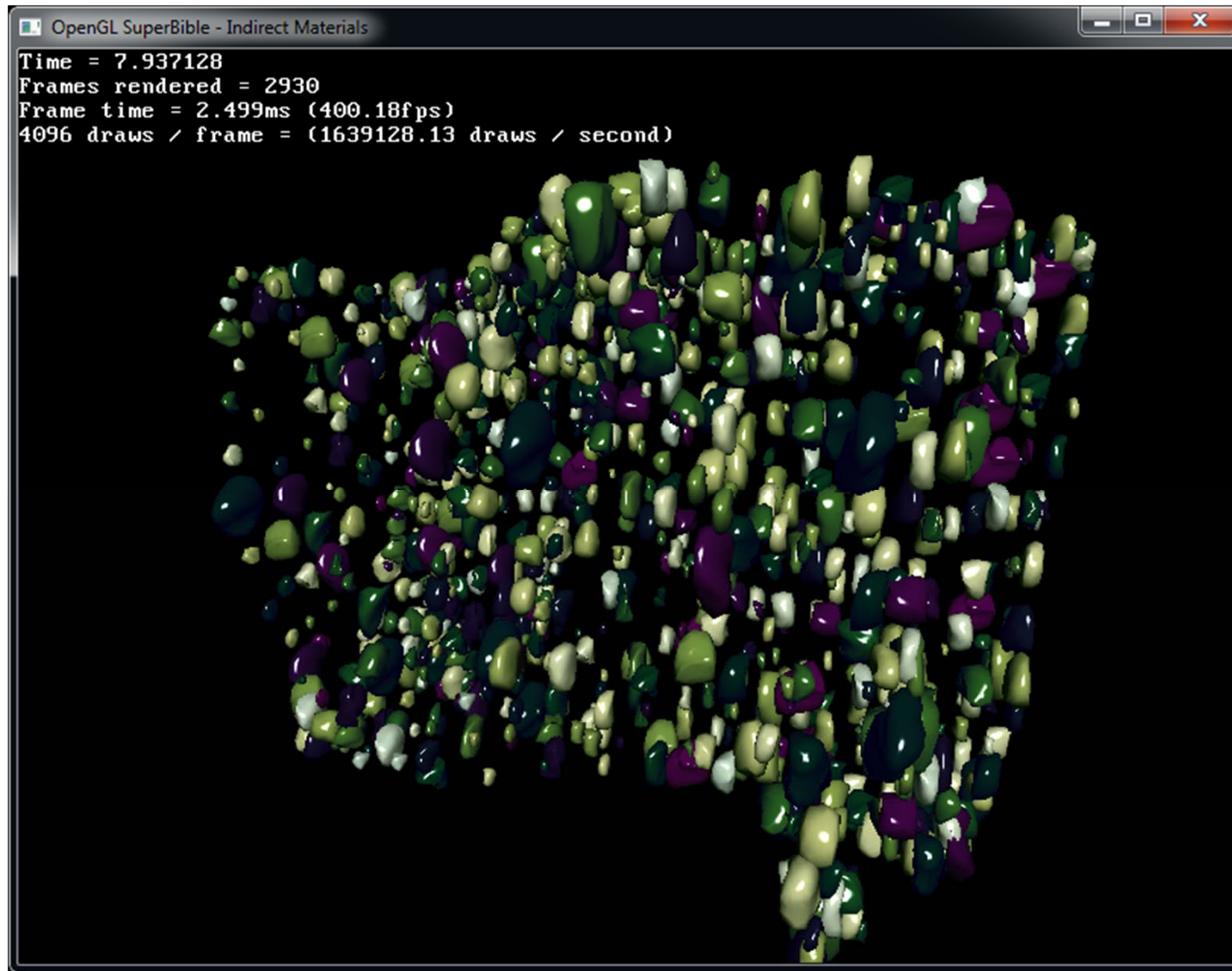


Figure 14.3: Indirect material parameters

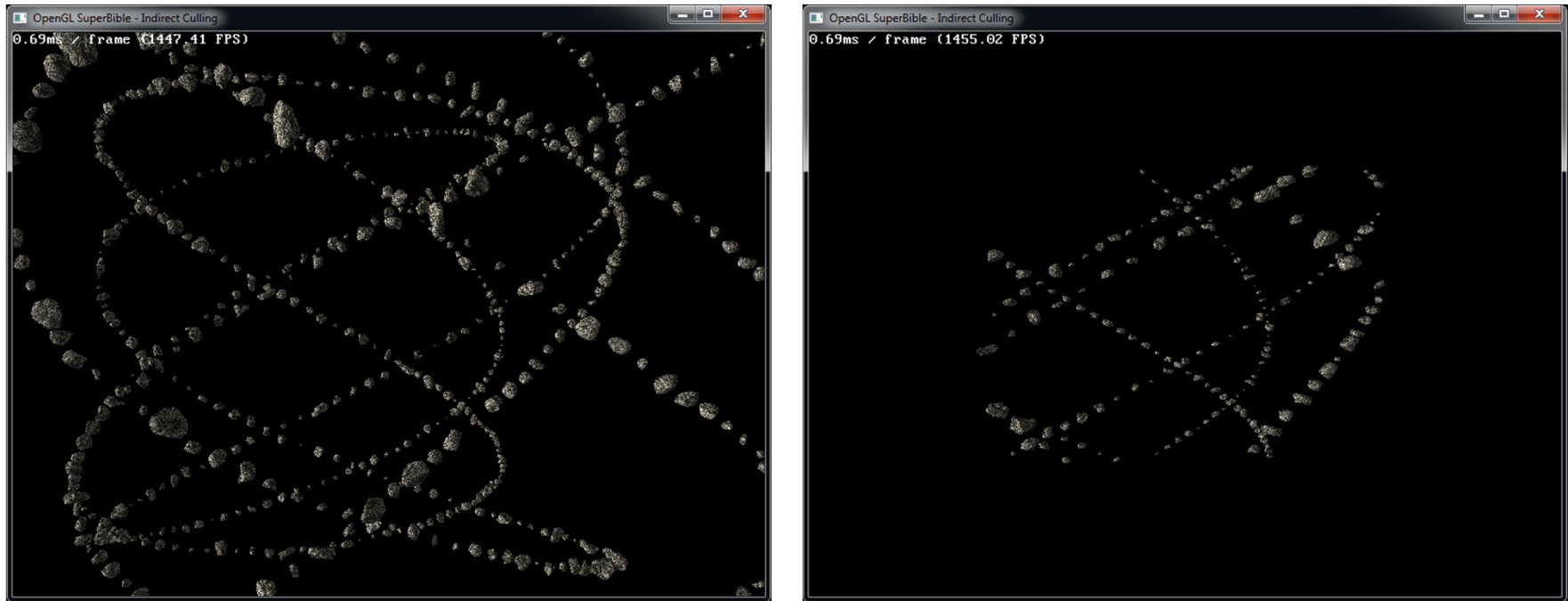


Figure 14.4: Output of the cullindirect application

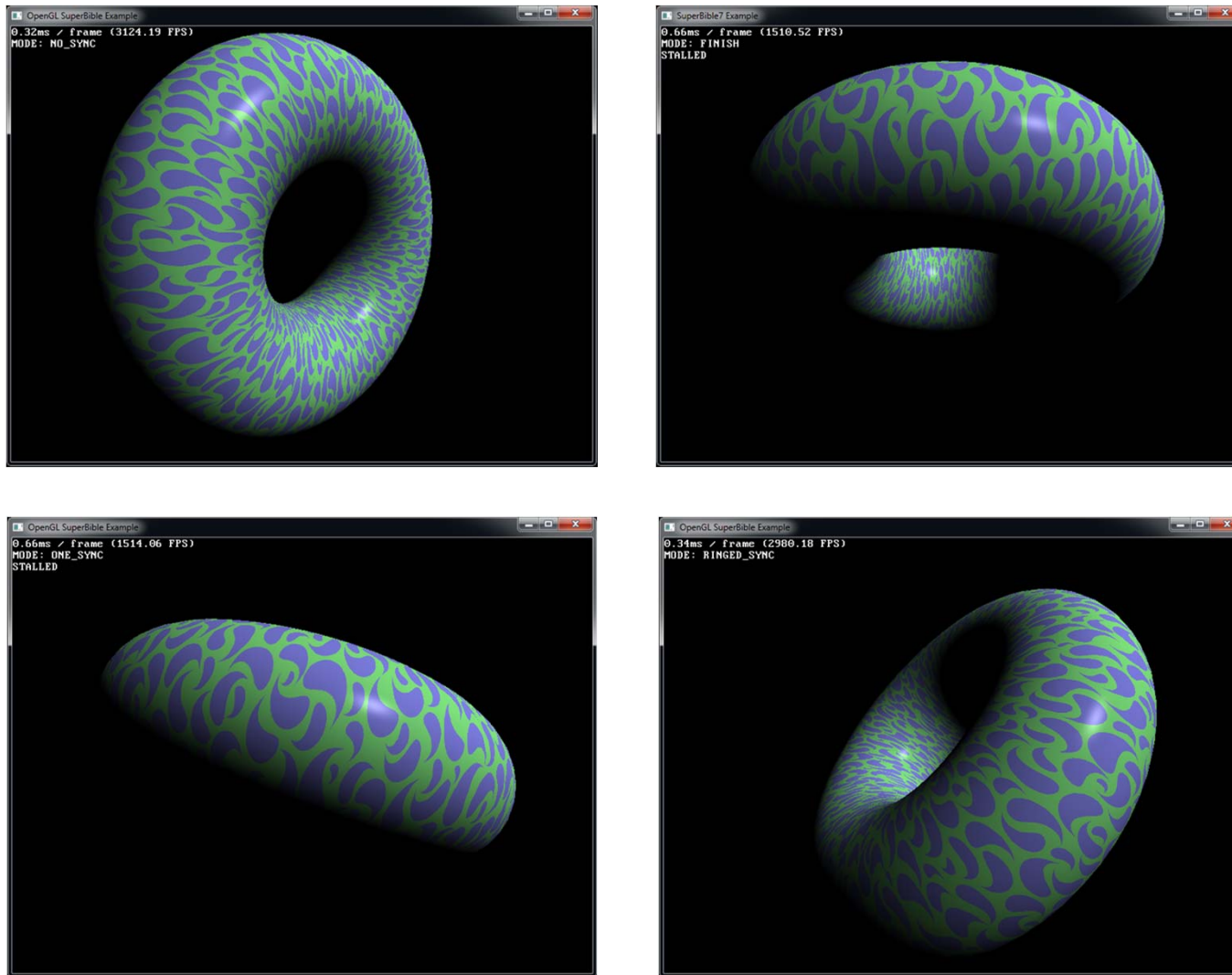


Figure 14.5: Synchronizing access to a mapped buffer



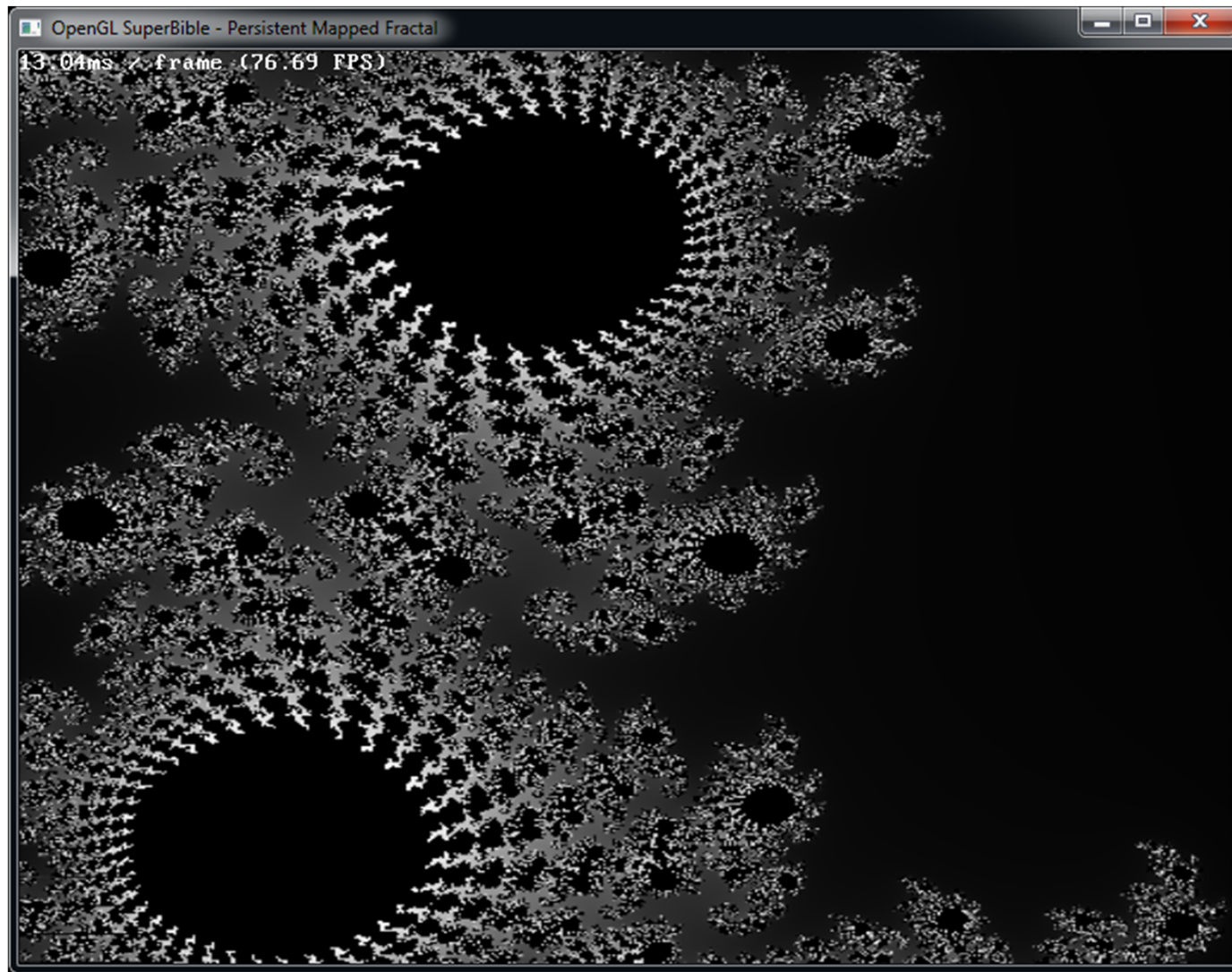


Figure 14.6: Persistent mapped Julia fractal

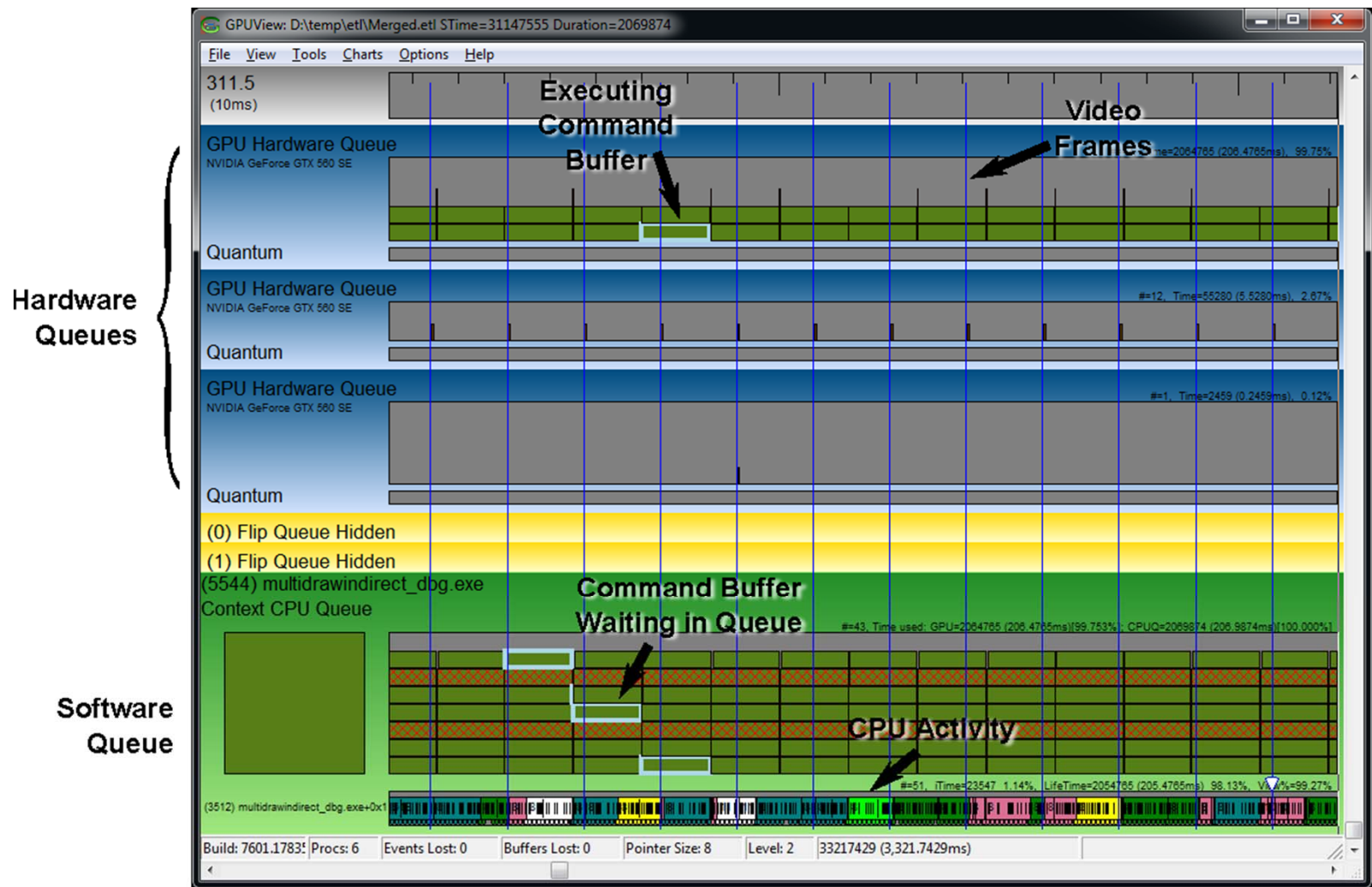


Figure 14.7: GPUView in action

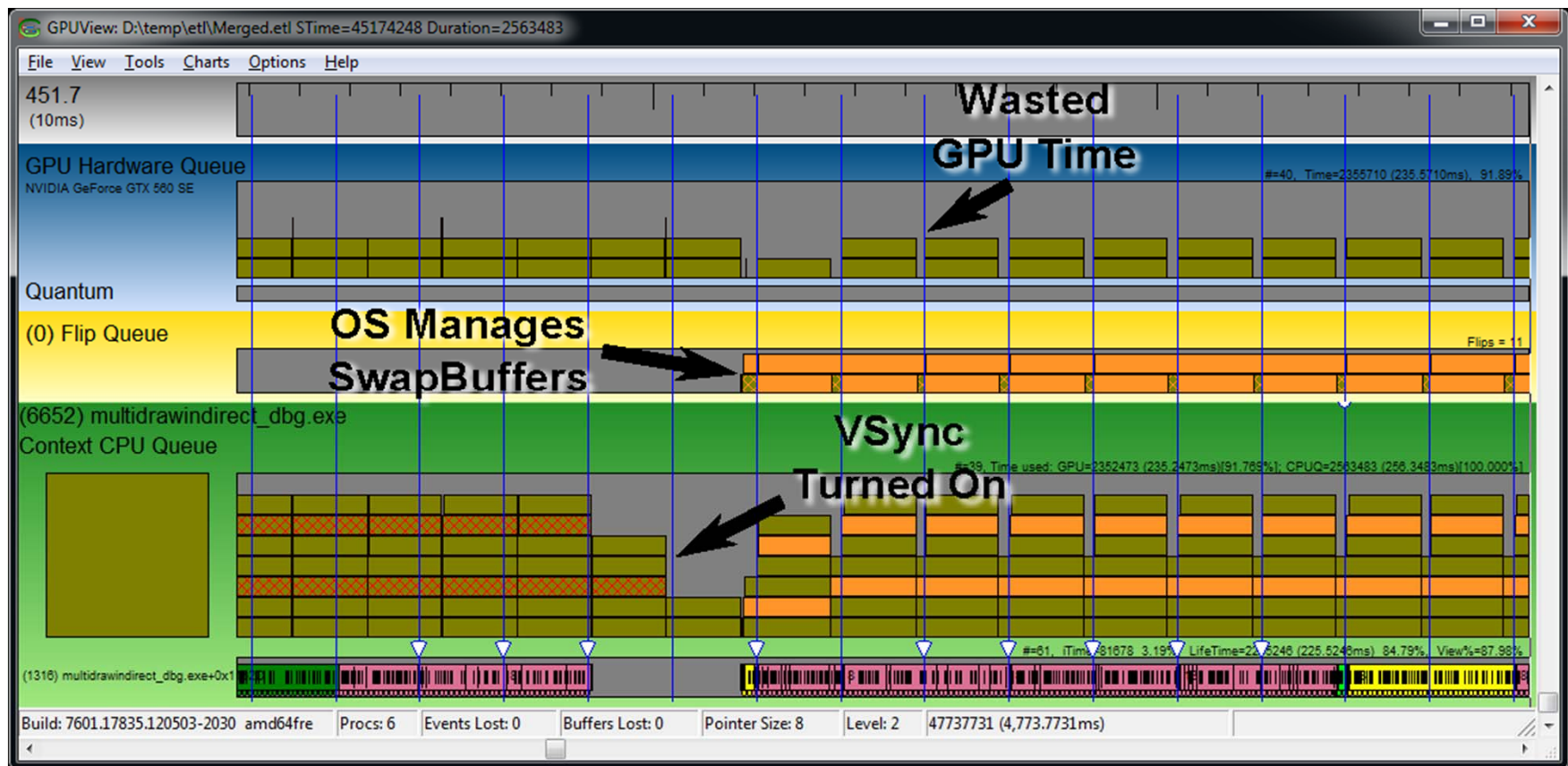


Figure 14.8: VSync seen in GPUView



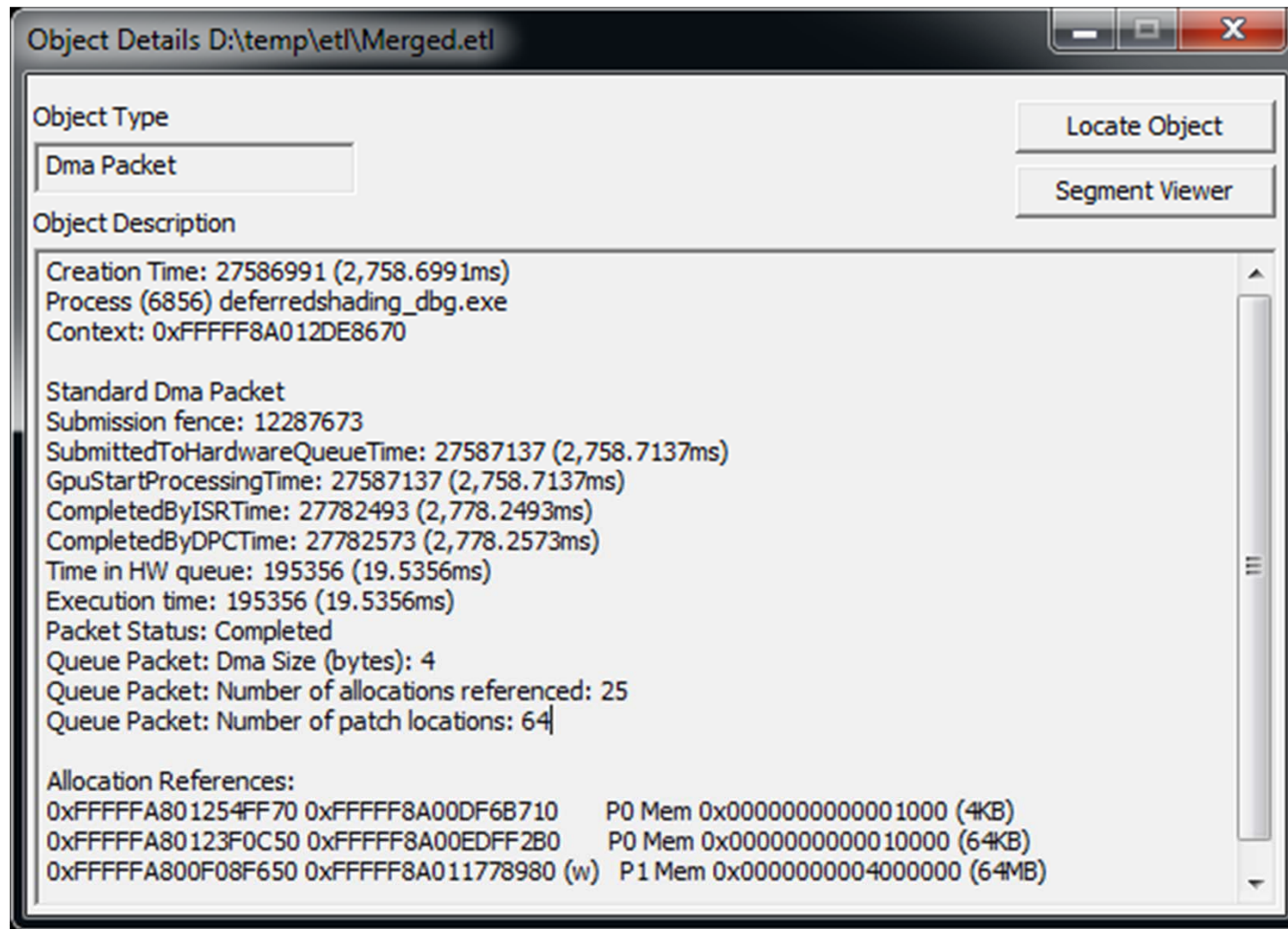
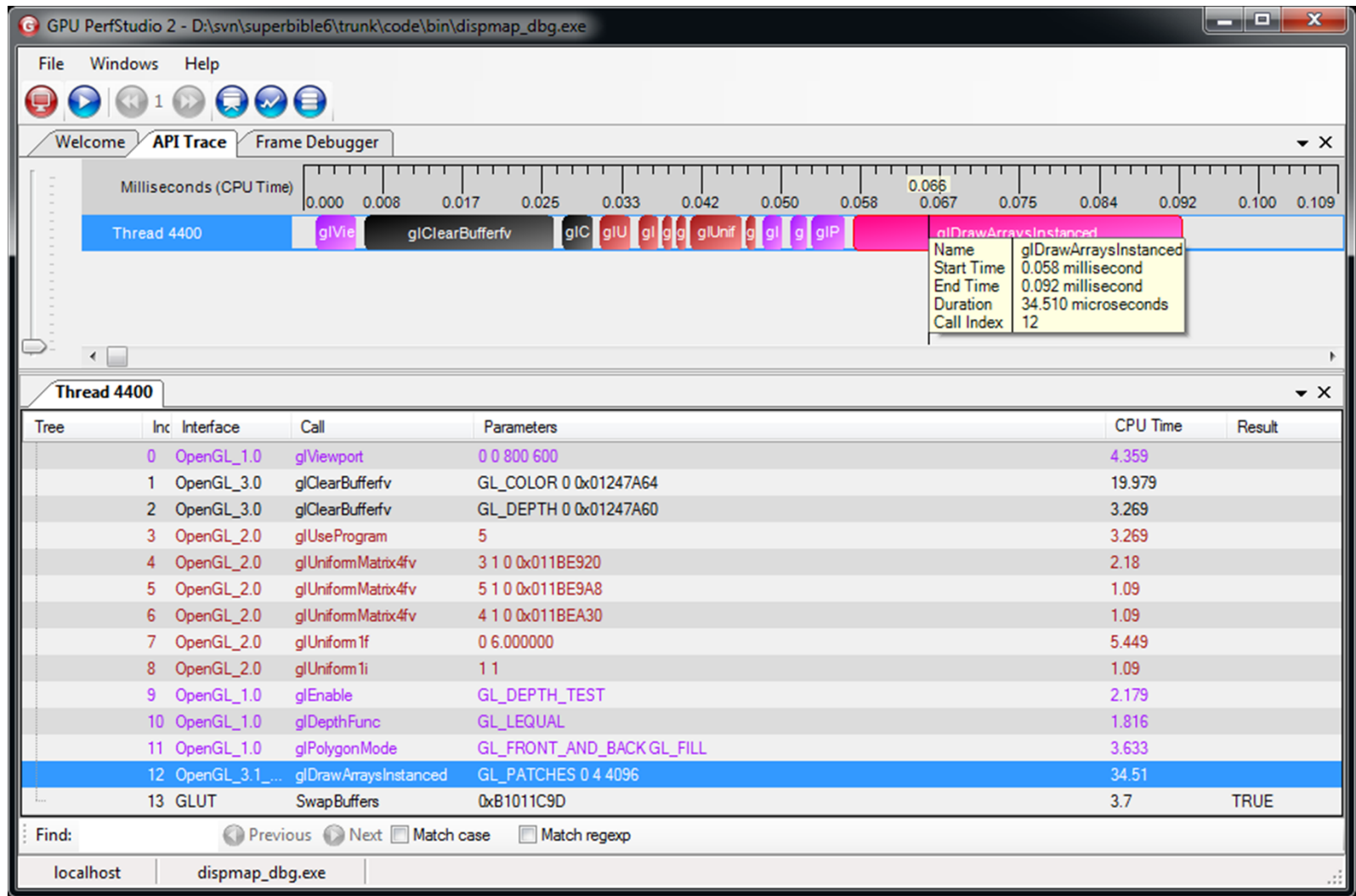


Figure 14.9: A packet dialog in GPUView



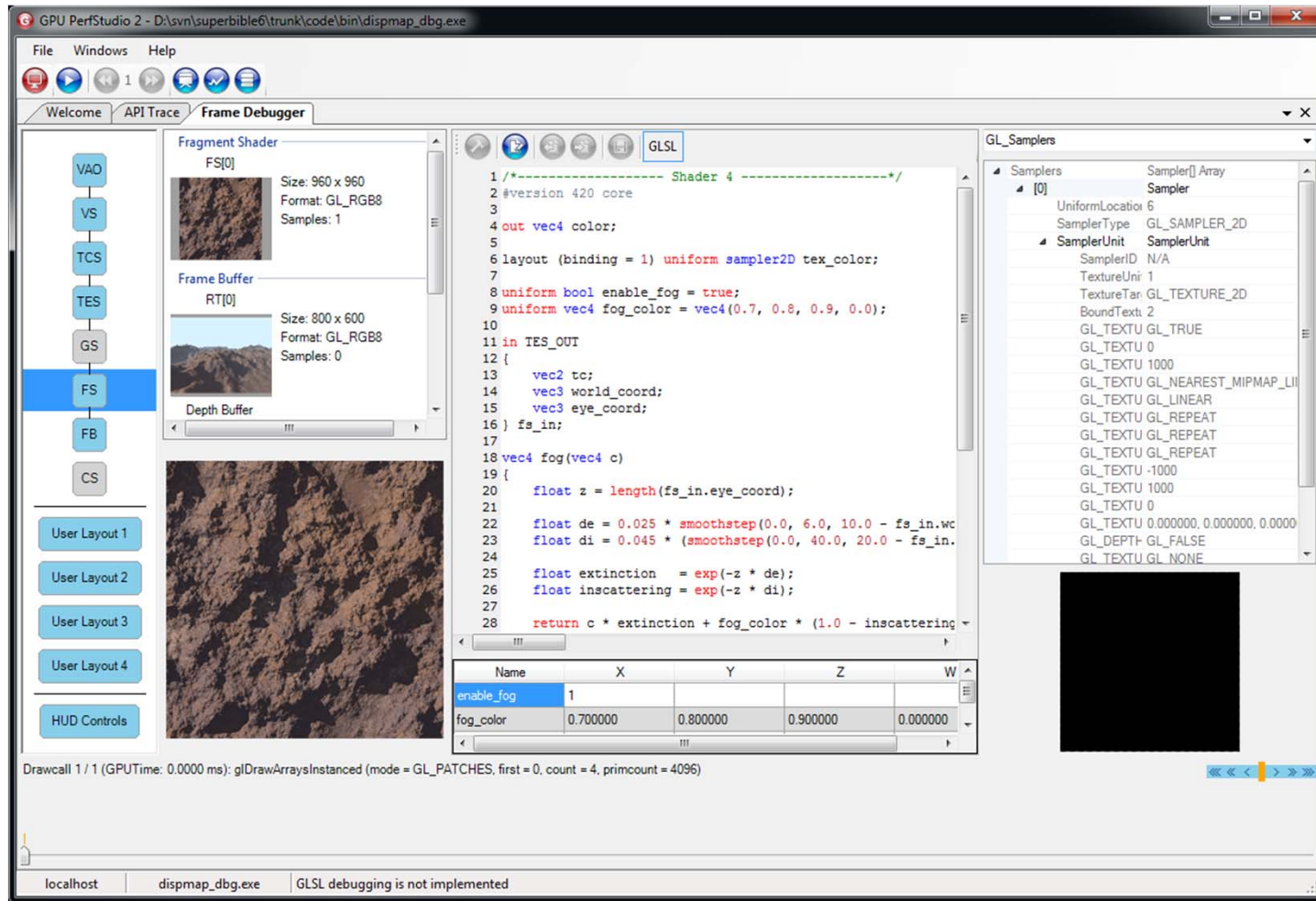


Figure 14.11: GPU PerfStudio frame debugger

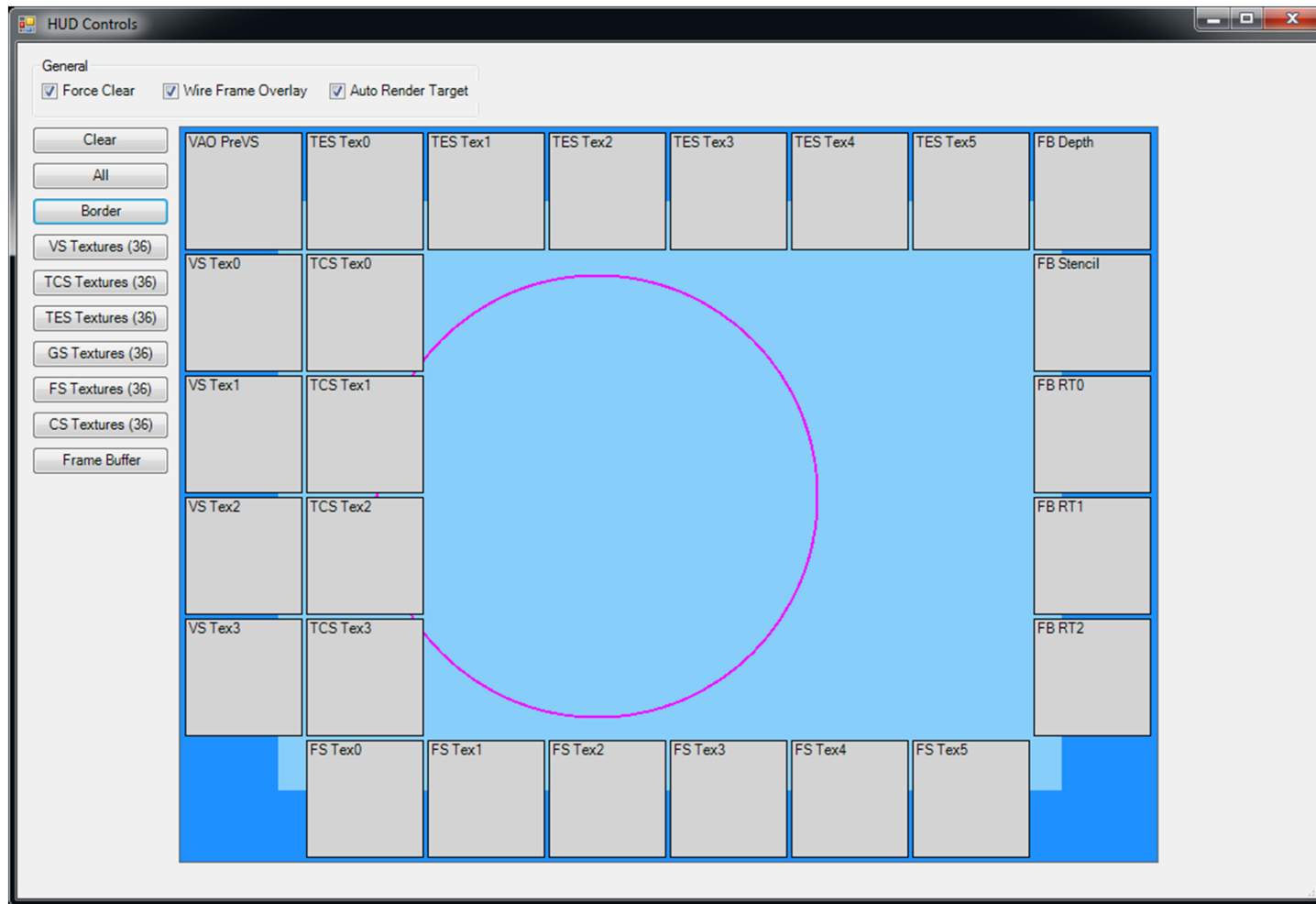


Figure 14.12: GPU PerfStudio HUD control window

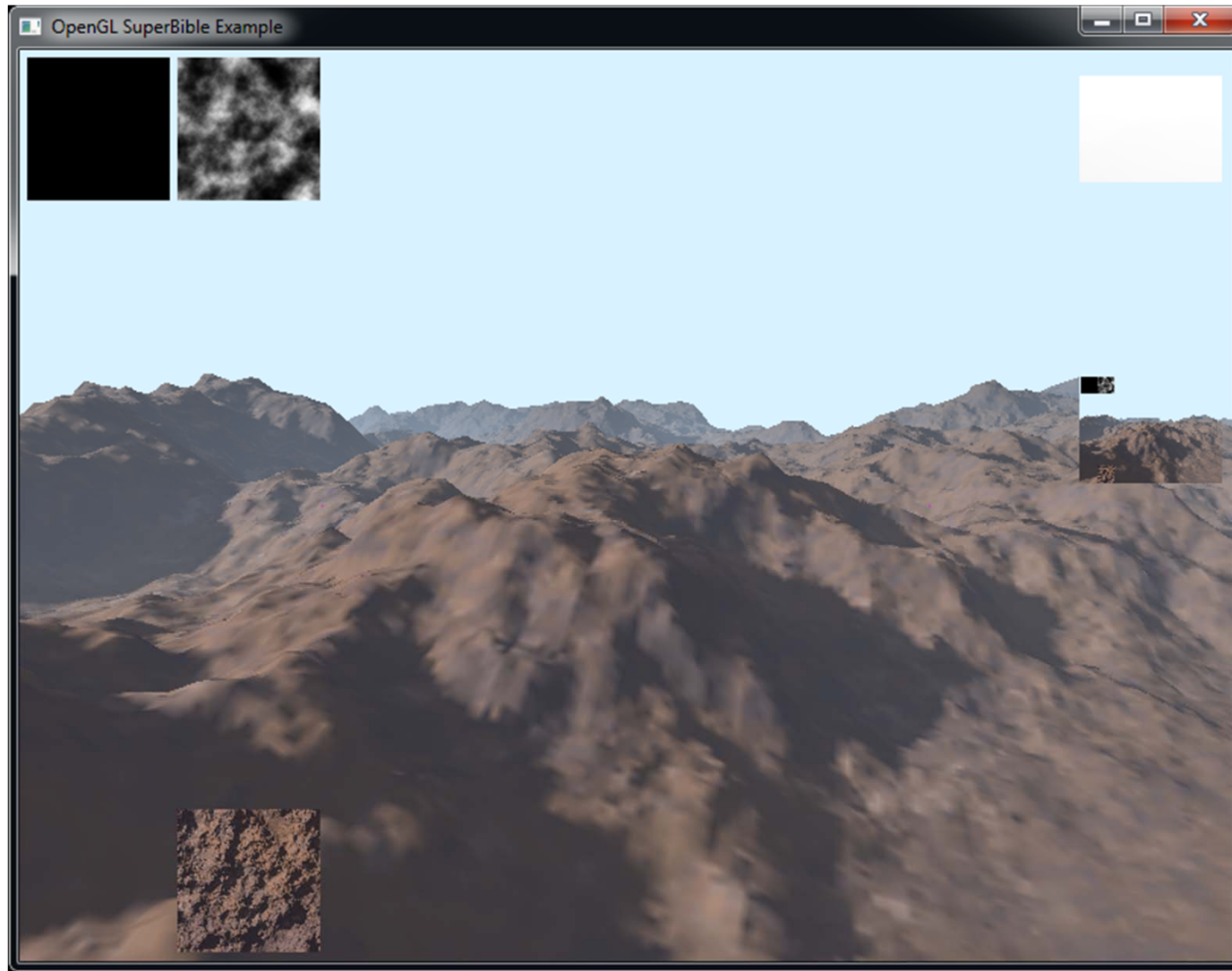


Figure 14.13: GPU PerfStudio overlaying information



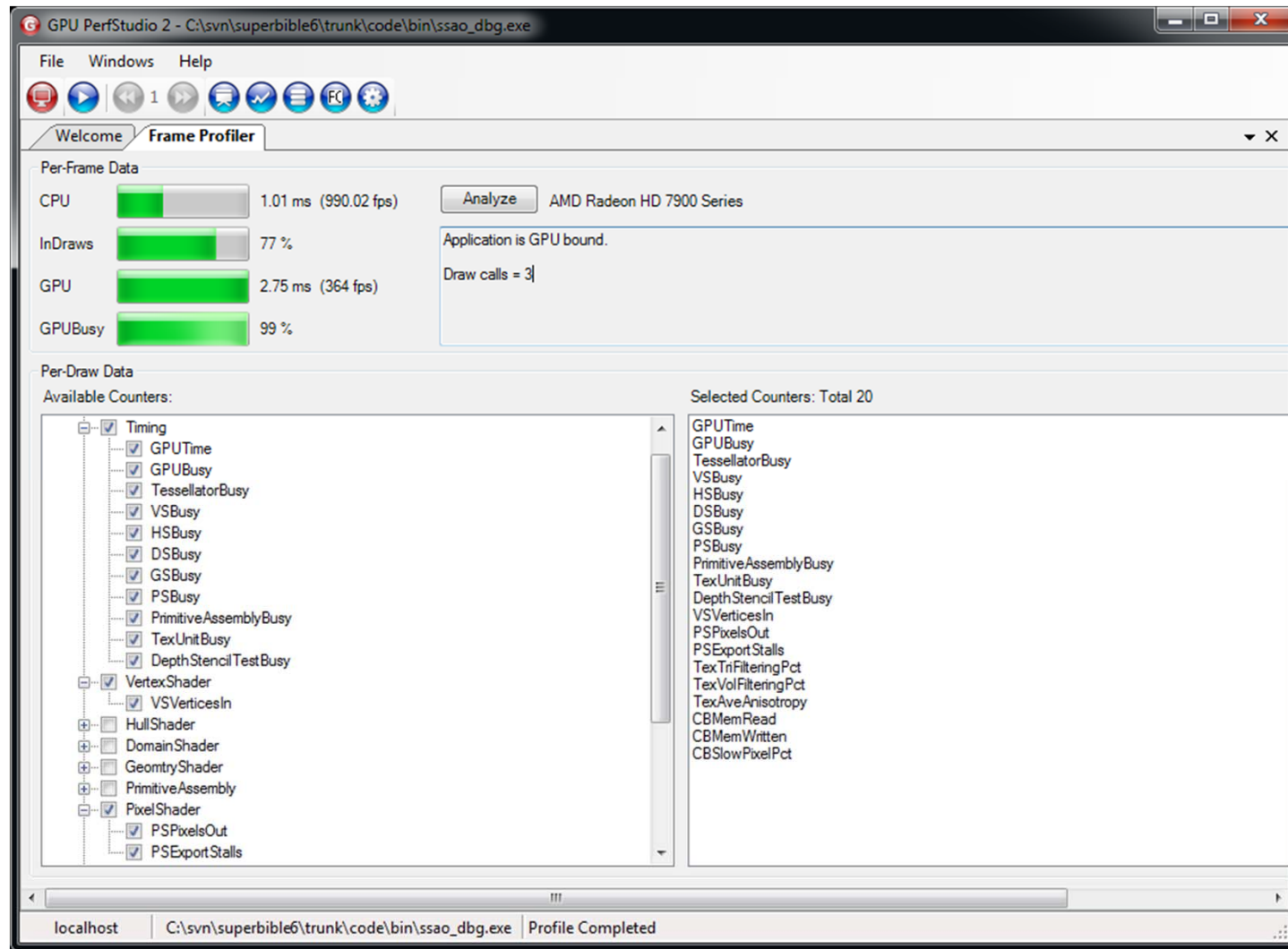


Figure 14.14: GPU PerfStudio showing AMD performance counters

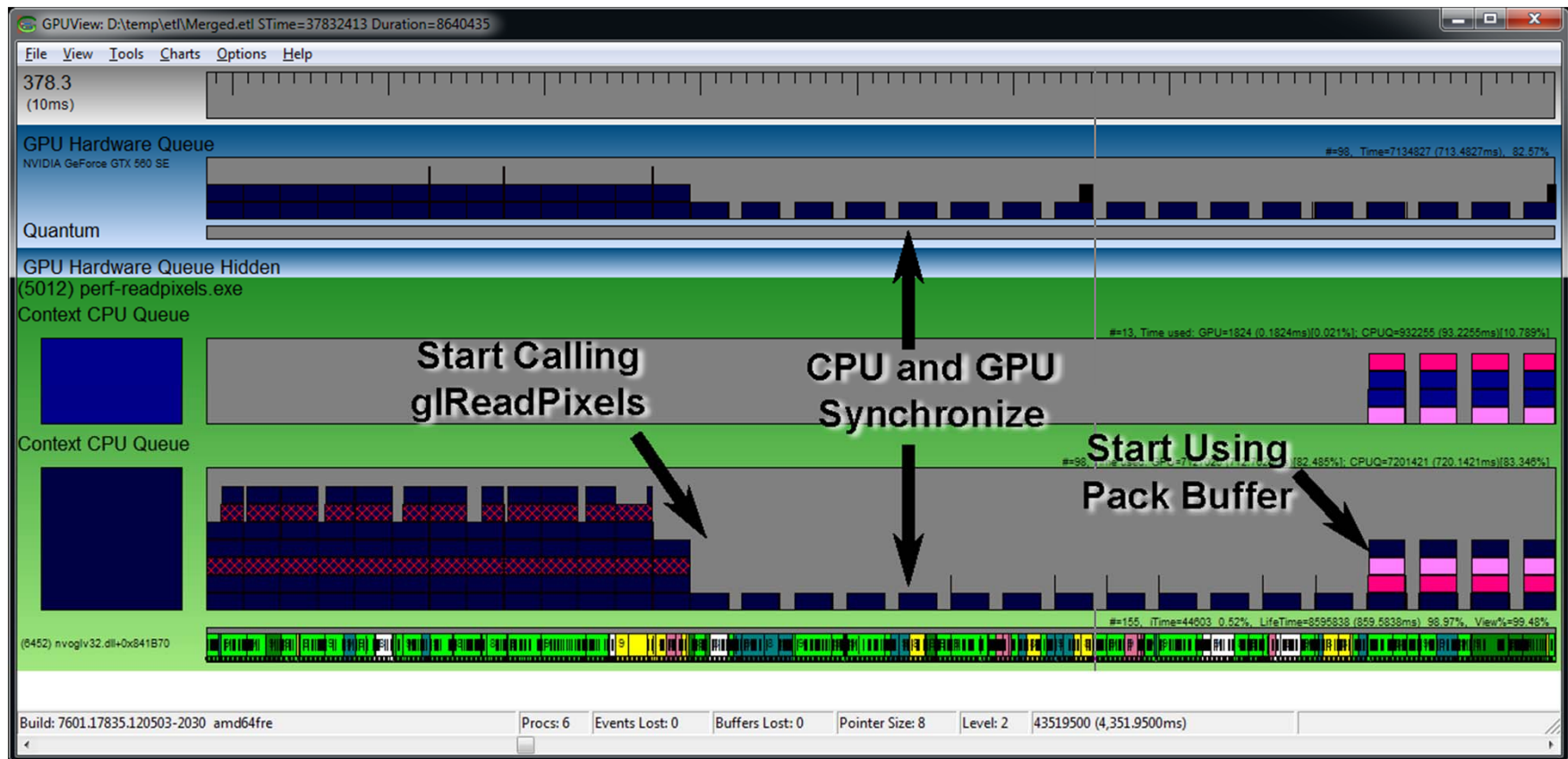


Figure 14.15: GPUView showing the effect of `glReadPixels()` into system memory

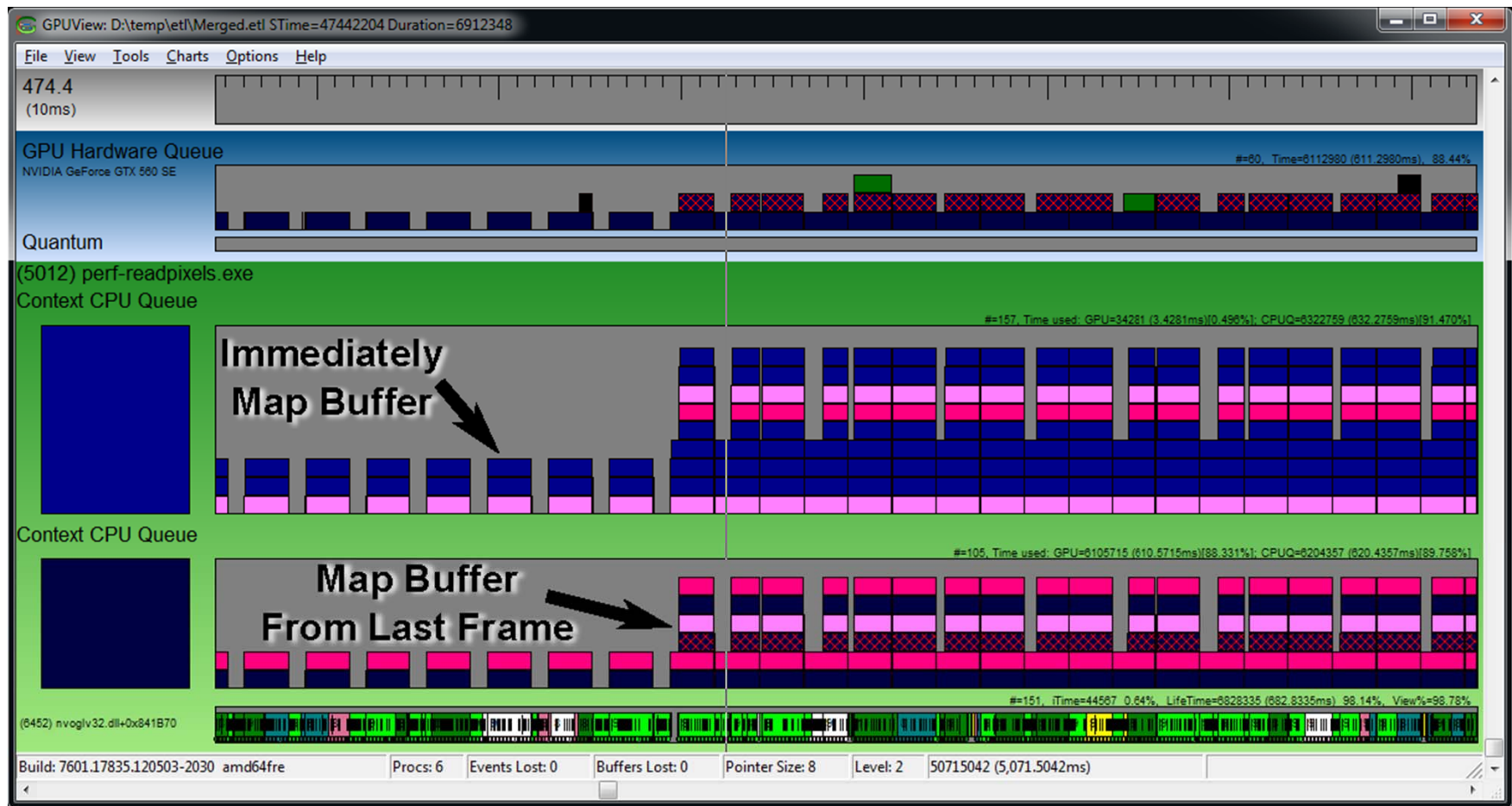


Figure 14.16: GPUView showing the effect of `glReadPixels()` into a buffer