Imagination Meets Reality in the Intel® Software Developer Zone for VR

The new Intel® Software Developer Zone for VR launched this month with free tools, online training, and resources to help develop emotionally evocative experiences thru VR.

Discover the zone >

ARTIFICIAL INTELLIGENCE

Machine Learning on Intel® FPGAs

Get an overview of how current and future capabilities of Intel® FPGAs in Artificial Intelligence are transforming industries.

Power System Infrastructure Monitoring with Deep Learning on Intel® Architecture

This paper evaluates the performance of Intel® Xeon® processor-powered machines for running deep learning on GoogleNet* topology (Inception* v3).
INTERNET OF THINGS (IOT)

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Apply to join the Intel® Software Innovator Program to help nurture and inspire the next generation of IoT developers.

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Smart Video Based on Intel® Architecture

System architectures for smart cameras and video gateways are increasing in complexity and expanding into new market segments. Find out how Intel® processors and SDKs help meet this challenge.

Check it out >

VIRTUAL REALITY (VR)

Intel's Virtual Reality Director Knows the Future

Virtual reality (VR) is a big-buzz topic in gaming today. Get a highly-educated perspective on VR’s future from a Games Beat Summit 2017 talk.

Learn more >

VR and Immersive Tech Help Tell Great Stories

Innovative companies use virtual reality, 360-degree video, augmented reality and other immersive technologies to create interactive worlds that pull audiences into the story.

Watch it >
How Yahoo! JAPAN Used Open vSwitch* with DPDK to Accelerate L7

Learn about performance improvements that Yahoo! JAPAN achieved by implementing OvS with DPDK.

Find out >

Configure Open vSwitch* with Data Plane Development Kit on Ubuntu* Server 17.04

Follow the steps in this tutorial to set up OvS-DPDK on Ubuntu* Server 17.04 for a DPDK vhost-user inter-VM application use case. Use iPerf3* to validate your configuration.

Get started >

How Embree Delivers Uncompromising Photorealism

Rendering is a computationally demanding task. Corona Renderer uses Embree ray tracing kernels to carry out the intensive computations necessary in rendering.

Read it >

GAME DEV

Learn How Pixeldash Worked on Client Projects to Supplement Funds Raised

See how a two-man team worked with the force of ten to develop and fund their latest gaming project.

Check it out >

Discover How Salmi Games Uses Code Jams to Improve Gaming Experience

Code jams have become incredibly popular, often gathering dozens, hundreds, or even thousands of programmers to innovate, collaborate, and compete in relatively quick coding endeavors.

Get tips >
F5 Networks Profiles for Success

F5 Networks amps up its BIG-IP DNS* solution for developers with help from Intel® Parallel Studio and Intel® VTune™ Amplifier.

Deliver Fast, Brilliant Video with Intel® Media Server Studio 2017 R3

Create innovative media solutions that deliver fast, high-quality video transcoding, speed the transition to higher frame rates and resolutions, and cut costs with new Intel® Media Server Studio 2017 R3.

How to Use Cache Monitoring Technology in OpenStack*

Explore how to enable and use cache monitoring technology in Intel® RDT to detect and remediate cache-related workload interference in your OpenStack* cloud.

Events

Intel® Buzz Workshop for Game Developers
Aug 19, 2017
Portland, OR

Join us!

Platform Transformation for NFV and SDN
Aug 22, 2017
Dublin, Ireland

Check it out

Intel® HPC Developer Conference
November 11-12, 2017
Denver, CO

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