

Graphics: Radeon, Mesa and More

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- [Open-Source C.A.S. Vulkan Layer - Similar to Radeon Image Sharpening But For Any GPU](#) [2]

AMD's Radeon Image Sharpening feature is designed to improve image quality with minimal performance costs. However, it is only supported by Radeon Polaris / Vega / Navi graphics cards and only under Microsoft Windows 10. An independent open-source project has implemented contrast adaptive sharpening support for Vulkan that is similar to Radeon Image Sharpening but will work for any Vulkan-enabled GPU -- including NVIDIA GPUs.

- [MSM+Freedreno Driver Stack Adding Support For The Adreno 510 GPU](#) [3]

While the MSM+Freedreno open-source graphics driver stack already supports the Adreno 500 and 600 series, one of the GPUs not seeing support until now was the basic Adreno 510. Kernel patches are pending for A510 enablement while the Mesa support was already merged.

The Adreno 510 is the graphics processor within the Snapdragon 650, 652, and 653 models and used in lower-end devices. With the kernel and Mesa patches, the Adreno 510 is now working on the likes of the Sony Xperia X and X Compact smartphones.

- [AMD Lands Greater Direct State Access Support Within Mesa](#) [4]

Landing this week in Mesa 19.3-devel were more functions being implemented around the big OpenGL EXT_direct_state_access extension.

OpenGL's direct state access functions are intended to allow more OpenGL state to be

accessed/updated directly aside from the selector commands. Using EXT_direct_state_access allows for various efficiency improvements.

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