

# **Futuremark launches Mirada™, world's first benchmark for in-car graphical displays**

## **Automotive industry to benefit from impartial performance measurement of advanced dashboard displays using 3D graphics**

**HELSINKI, FINLAND - JANUARY 20, 2009** - Futuremark today launched Mirada™, a new benchmark to measure the performance of 3D graphical display systems used in the automotive industry. With Mirada, car manufacturers, tier-1 suppliers, application developers and integrated chip companies have a common standard for impartial performance measurement and comparison of different OpenGL ES 2.0 solutions using realistic automotive scenarios and workloads.

“Automotive manufacturers and their suppliers recognize that rich, context sensitive, graphical displays offer many advantages over the analogue dials that have been used for the last 100 years,” said Tero Sarkkinen, CEO of Futuremark. “Futuremark is providing the tools to design, measure and deliver this new technology within the fast paced timeframes required to meet the needs of today’s consumers.”

Mirada has been created in cooperation with the members of Futuremark’s Benchmark Development Program to provide the most realistic and reliable set of diagnostic tools available. Mirada benchmarks a car’s graphical display system by simulating the needs of tomorrow’s dashboard designs and the requirements of instrumentation, infotainment and navigation as well as many of the features found in smart devices today. In addition, Mirada includes several low level tests for measuring the performance of specific technical features.

The Mirada automotive display benchmark is built upon the latest OpenGL ES 2.0 version of Futuremark’s Kanzi™ user interface engine for automotive, mobile and embedded devices. Kanzi technology is already used by nearly every major semiconductor company in the form of Futuremark’s OpenGL® ES benchmarks which help tune the performance of new chips.

The Mirada Automotive Display Benchmark is now available in binary form for porting and source code can be licensed directly from Futuremark.

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More on Mirada™: [www.futuremark.com/mirada](http://www.futuremark.com/mirada)

More on Kanzi™: [www.futuremark.com/kanzi](http://www.futuremark.com/kanzi)

More on Futuremark business solutions: [www.futuremark.com/business](http://www.futuremark.com/business)  
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## About Futuremark® Corporation

Futuremark Corporation serves the mobile, embedded and automotive industries with professional application performance analysis tools and workloads. The company's world renowned product portfolio includes 3DMark®Mobile for OpenGL ES 1.x and OpenGL ES 2.0, VGMark™ for OpenVG 1.x, and SPMark™ for Symbian, Windows Mobile, Linux and mobile Java. In addition, Futuremark licenses Kanzi™, a 3D graphics UI engine with integrated tool chain to mobile, embedded and automotive device makers.

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