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Cameras and Displays: how much can we share?

Friday, 4 October 2019 09:00 (1h 30m)

There are similarities between Camera and Display. On how they work and how we interact with them. For example, both need an Atomic API, share the same buffer formats and need features like explicit fences. On the other hand cameras are much more complex devices where many cameras have very special and unique needs. We want to improve the camera support in Linux and their interoperability with the rest of the kernel benefiting as much as we can from the existing code base and knowledge built by the community.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

No

Presenters: PADOVAN, Gustavo (Collabora); PINCHART, Laurent (Ideas on Board)

Session Classification: Workshop

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