

# Carry Small Display Large

## --Remote Graphic Rendering

A usage scenario for collaborative computation

### Goal

- Enrich graphic user experience for the owners of small devices such as UMPCs and MIDs through collaboration with surrounding (remote) devices having a larger display and OpenGL installation

### Advantages

- Flexible utilization
  - Remote multi-view in multi-display for better user experience
  - Local screen split and remote merge for Virtual larger display
- Mobility support
- Light rendering platform
- Resource optimization
- User confidence