Arm announces an open-source graphics upscaler for mobile phones

Arm is launching its own upscaler for mobile gaming. The chip designer says its Arm Accuracy Super Resolution (ASR) can make games look better, while lowering power consumption on your phone. It’s also making the upscaling technology available to developers under an MIT open-source license.

Upscaling is especially useful for lower-powered graphics cards that couldn’t otherwise run a game at playable frame rates. AMD FSR, Nvidia DLSS, and Intel XeSS are all upscalers that work on desktop and laptop GPUs. Arm ASR is one of the few that will work on mobile phones, which could have a major impact on battery life.

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https://www.theverge.com/2024/7/11/24196566/arm-asr-game-upscaler-for-mobile-devices