

i.MX 6 Series Portfolio Overview

AMF-CON-T0060

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Product Marketing



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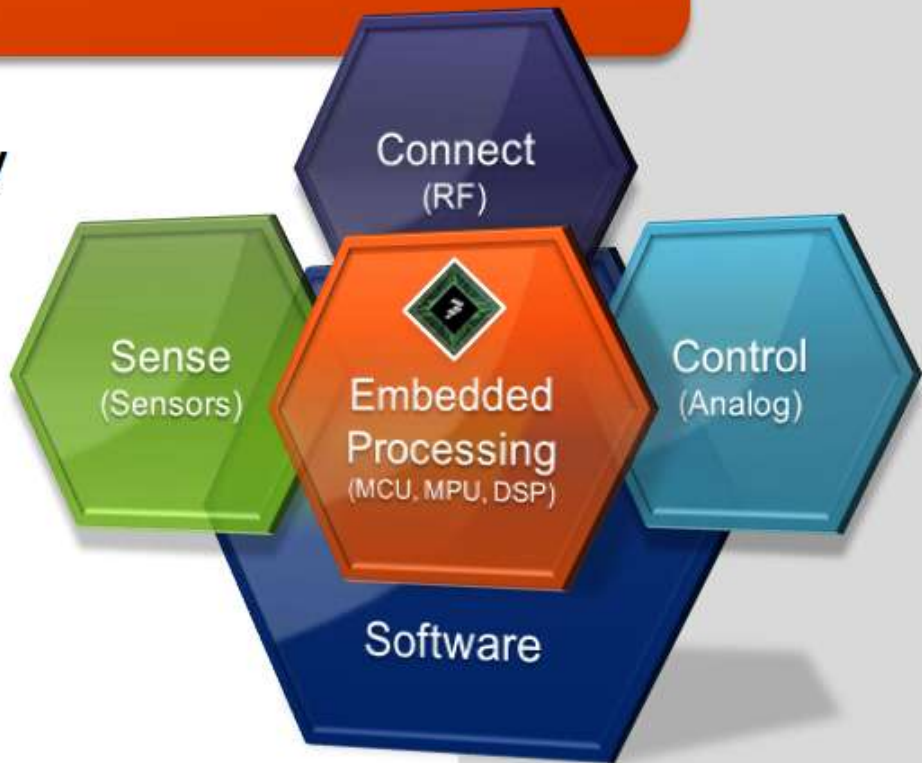
A Global Leader of Embedded Processing Solutions

Two Core Product Groups

- Automotive, Industrial & Multi-Market Solutions
 - Microcontrollers
 - Sensors
 - Analog
- Networking and Multimedia Solutions
 - Communications Processors
 - Applications Processors
 - RF Power

Four Primary Markets

- Automotive
- Industrial
- Networking
- Consumer



Platform-Level Solutions

>50 Year Legacy

>5,500 Engineers

>6,000 Patent Families

>18,000 Customers

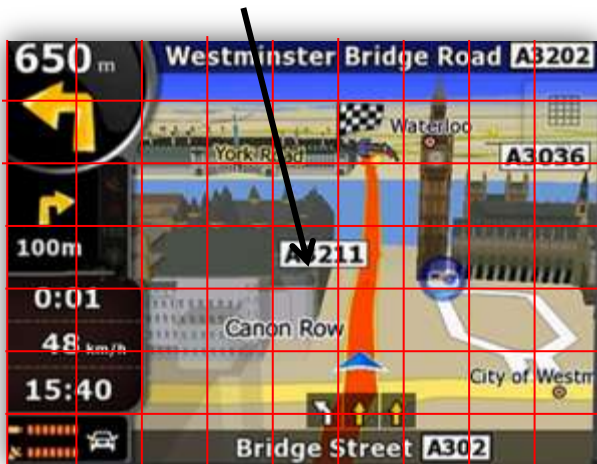


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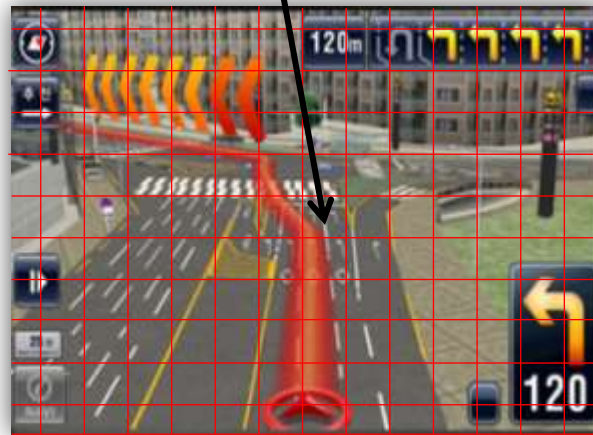
Tile Based Rendering (Chunkers)

- Size of scene buffer unknown before rendering
 - Possible overflow if scene requires more data than expected
- Good rendering method for baseline GUI/3D Apps with smaller object count (less details)
 - More bandwidth efficient than FMR in simple (yesterday) use cases
- For next generation dynamic scenes in new and future applications with lots of objects, details and post-processing effects, tile based Chunkers require multi-pass memory access to constantly process changing 3D/scene data
 - PC Level Applications (Performance, Quality, Effects) → Tablets → Smartphones → Infotainment

Tile



Tile



Tile (Complex Scene)



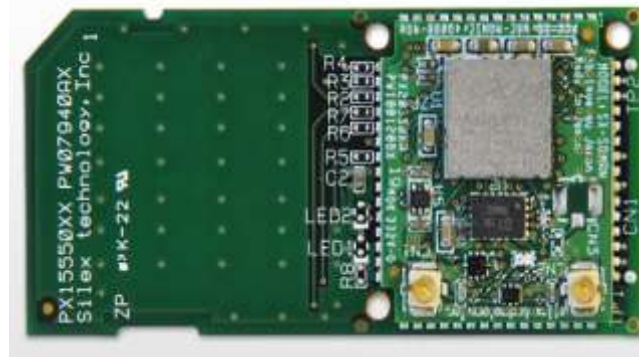


i.MX 6 Series feature list (3/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
Display Resolution (@60Hz)	WXGA (WXGA=1366x768)	2x WXGA	2x WXGA	2x 4XGA or 2x [1080p + WXGA] (4XGA=2048x1536)	2x 4XGA or 2x [1080p + WXGA]
Display Interfaces	2x Outputs • 1x Parallel • EPDC	2x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI • EPDC	2x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI • EPDC	4x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI	4x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI
GPU 3D	-	Vivante GC880 • 53Mtri/s • 266Mpxl/s • OpenGL ES 1.1/2.0/3.0	Vivante GC880 • 53Mtri/s • 266Mpxl/s • OpenGL ES 1.1/2.0/3.0	Vivante GC2000 • 176Mtri/s • 1000Mpxl/s • OpenGL ES 1.1/2.0/3.0 • OpenCL 1.1 EP	Vivante GC2000 • 176Mtri/s • 1000Mpxl/s • OpenGL ES 1.1/2.0/3.0 • OpenCL 1.1 EP
GPU 2D (Vector Graphics)	Vivante GC355 • 300Mpxl/s • OpenVG 1.1	via GPU 3D • OpenVG 1.1	via GPU 3D • OpenVG 1.1	Vivante GC355 • 300Mpxl/s • OpenVG 1.1	Vivante GC355 • 300Mpxl/s • OpenVG 1.1
GPU 2D (BLIT)	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s
Video Dec	SW Only	1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p60 + D1 2x 1080p30 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p60 + D1 2x 1080p30 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8
Video Enc	-	1080p30 2x 720p H.264, H.263, MPEG-4, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MJPEG

- 802.11a/b/g/n low power SDIO cad based on Qualcomm Atheros AR6003
- Wi-Fi driver software integrated with Freescale i.MX 6 platform
- Family of hardware solutions available
 - System-in-Package (SiP)
 - Radio Module
 - SD Card Form Factor





Backup



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