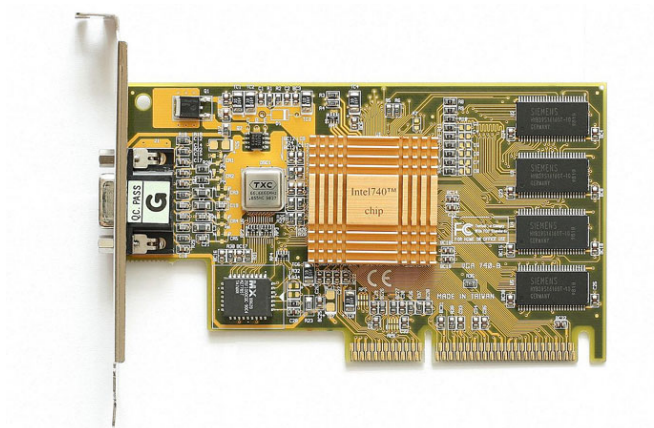


2020 Release for First Intel Discrete Graphics

Written by Marco Attard
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Back in November 2017, Intel hired former AMD Radeon Technology Group head Raja Koduri to lead the company's graphics effort. Now Chipzilla confirms its plans by stating it will release a first discrete graphics chip in 2020.



The Intel take on discrete GPUs is dubbed "Arctic Sound." Developed as part of a wider-scale AI and machine-learning strategy, the discrete GPU effort will actually be divided in two, with one wing concentrating on datacentre solutions and the other on client offerings such as gaming or professional development.

However, as big Chipzilla is, the task of discrete GPU development is not an easy one-- it needs to prove it is capable of building chips offering the same performance and efficiency as those from the current GPU leaders, GPU and AMD. In addition it also needs to build the same level software ecosystem and tools, not to mention garner the necessary level of developer support.

Will Intel be up to such a task? The company does have world class manufacturing muscle and engineering talent, so in the least we are sure Nvidia and AMD are currently more than eager to learn what it is up to, something we should learn more about in the next couple of years.

Go [Intel's First Discrete GPU Coming in 2020 \(Twitter\)](#)

Go [Intel Makes it a Three-Way Race With AMD and Nvidia on Graphics Chips \(MarketWatch\)](#)