



GPU TECHNOLOGY  
CONFERENCE

# Geomerics Chris Doran - Founder & CEO

GTC, San Jose Convention Center, CA | Sept. 20-23, 2010

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# Geomerics

Dr. Chris Doran  
Founder and COO

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## Middleware

Physics

Game  
Engine

Animation

Particle system

Lighting

Modelling tools

AI





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## The Enlighten ‘triple play’

- Faster authoring reduces costs
- Better tools drive up visual quality
- New technology enables new gameplay



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## Faster Authoring Time





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## Visual Quality

- Hit driven business
- Visual quality key to high review scores
- Cannot afford to get left behind



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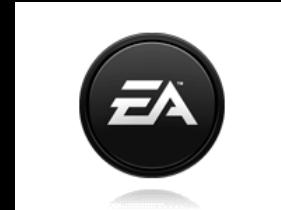
## Gameplay





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## Geometrics



Autodesk®



Technology Strategy Board  
Driving Innovation



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# Geomerics

- Building the technology for the next generation of games
- Helping the industry deliver a better experience

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