



# 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

Particle system

Lighting

Modelling tools

AI

Physics

Game  
Engine

Animation





## The Enlighten ‘triple play’

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

## Faster Authoring Time



## Visual Quality

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





## Gameplay



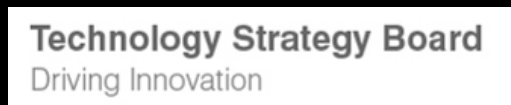
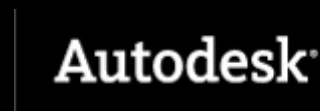
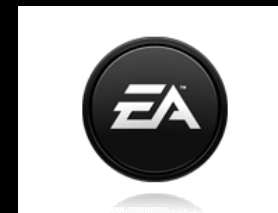
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## Geomerics





# Geomerics

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

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