

GPU Technology Conference 2010 Sessions on Digital Content Creation (DCC) (subject to change)

IMPORTANT: Visit www.nvidia.com/gtc for the most up-to-date schedule and to enroll into sessions to ensure your spot in the most popular courses.

2285 - Walt Disney Animation Studios' GPU-Acelerated Animatic Lighting Process with Soft Shadows and Depth of Field

See how Walt Disney Animation's software uses OpenGL and GLSL shaders to interactively display depth of field, accurate lighting, and soft shadows in the Maya viewport. Learn how this improved our animatic process and helps us make better animated movies. We'll show the tools in action and show the progression of a shot from standard Maya to final animatic look, and will compare the result with a production Renderman render. We'll also walk you through the GLSL shader render passes it uses to do deferred lighting and shadowing.

Speaker: David Adler, Walt Disney Animation Studios

Topics: Film, Digital Content Creation (DCC)

Time: Wednesday, September, 22nd, 17:00 - 17:20

2222 - Working Man's Guide to 3D Video Editing

Video editing is currently at two simultaneous inflections points: use of GPUs for video processing and the beginning of wide spread adoption of 3D. At this time however, identifying and navigating through the necessary tools and equipment to create compelling 3D video content is challenging.

This session is intended to provide a pragmatic guide to creating prosumer 3D video content and how the GPU greatly assists and speeds up this process.

The intended audience is anyone interested in how to create compelling 3D movies at a prosumer level.

Speakers: Ian Williams, NVIDIA, Kevan O'Brien, NVIDIA

Topics: Digital Content Creation (DCC), Stereoscopic 3D

Time: Tuesday, September, 21st, 14:00 - 14:50

2279 - Working Man's Guide to 3D Video Editing

Video editing is currently at two simultaneous inflections points: use of GPUs for video processing and the beginning of wide spread adoption of 3D. At this time however, identifying and navigating through the necessary tools and equipment to create compelling 3D video content is challenging. This session is intended to provide a pragmatic guide to creating prosumer 3D video content and how the GPU greatly assists and speeds up this process. The intended audience is anyone interested in how to create compelling 3D movies at a prosumer level.

Speakers: Ian Williams, NVIDIA, Rudy Sarzo, SMI, Kevan O'Brien, NVIDIA

Topic: Digital Content Creation (DCC)

Time: Thursday, September, 23rd, 16:00 - 16:50

2013 - iray - GPUs and the Photorealistic Rendering Revolution

Hear about the ongoing revolution in the production of photorealistic imagery being powered by GPUs. We will explore the algorithms and concepts behind iray – a CUDA accelerated software library from mental images/NVIDIA that provides an interactive, push-button, fast synthetic digital camera in software to a variety of OEM applications and platforms. We will demonstrate iray embedded in commercial CAD and Digital Content Creation applications as well as in 3D cloud computing platforms.

Speaker: Michael Kaplan, mental images/NVIDIA

Topics: Digital Content Creation (DCC), Cloud Computing, Ray Tracing

Time: Tuesday, September, 21st, 14:00 - 14:50