GPU Technology Conference 2010 Sessions on
GPU Accelerated Internet (subject to change)

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2019 - GPU-Accelerated Internet Technologies & Trends

Join us for a whirlwind demo-punctuated tour of up-and-coming technologies that promise to bring GPU acceleration to the Worldwide Web. We'll cover 2D graphics, 3D graphics and video. In addition to summarizing the emerging standards and technologies, performance test results showing how they scale on various GPUs will be presented, along with recommendations for how to design for best performance. Finally, adoption trends and ecosystem dynamics will be summarized. Attendees should leave with a richer understanding of the possibilities enabled by the GPU-Accelerated Web, and new insights into when and how it will matter.

Speaker: Chris Pedersen, NVIDIA

Topics: GPU Accelerated Internet, Stereoscopic 3D, Video Processing

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

2060 - GPUs in a Flash: Mapping the Flash Animated Software Vector Rendering Model to the GPU

Explore the Flash rendering architecture including the challenges of mapping from an animated software vector rendering model to a GPU. We will also discuss how the landscape of mobile, desktop, devices, drivers, and APIs impacts the design and deployment of a GPU based Flash Player.

Speaker: Lee Thomason, Adobe Systems

Topic: GPU Accelerated Internet

Time: Tuesday, September, 21st, 17:00 - 17:50

2274 - Harnessing the Power of the GPU in Internet Explorer 9

Internet Explorer 9 is bringing the power of modern GPUs to Web. Thanks to hardware accelerated graphics, the websites that you use every day become faster and developers can create new classes of web applications which were previously not possible. This session will provide an inside look into how Internet Explorer was redesigned to leverage the GPU. We'll show detailed performance results, discuss our architectural approach, and look at the impact of the GPU on HTML5. A session by engineers for engineers with lots of fun demos.

Speaker: Jason Weber, Microsoft

Topic: GPU Accelerated Internet

Time: Tuesday, September, 21st, 16:00 - 16:50

2113 - WebGL: Bringing 3D to the Web

WebGL is a newly-emerging standard for 3D graphics and visual computing on the web. Supported and developed by major web browser vendors, WebGL enables rich interactive 3D graphics delivered through a web browser, on both desktop and mobile platforms. This session will contain an introduction to WebGL, and will focus application development issues unique to the web platform, optimization concerns, and how web technologies such as offline app support, HTML5 video and audio, File and WebSockets integrate with WebGL. Experienced OpenGL developers will learn how to transition their knowledge to WebGL development.

Speaker: Vladimir Vukicevic, Mozilla Corporation

Topics: GPU Accelerated Internet, Tools & Libraries, Computer Graphics

Time: Tuesday, September, 21st, 15:00 - 15:50