NVIDIA GAME TECHNOLOGY THEATER

NVIDIA BOOTH #1702
Friday, March 12 – Saturday, March 13

Friday, March 12, 2010

Time	Topic / Presenters / Affiliation
9:00-10:00	**APEX Clothing with 3ds Max** Gavin Kistner, Product Designer, NVIDIA
10:00-11:00	**NVIDIA Immersive Gaming–3D and Multi-Display Support** Andrew Fear, Senior Product Manager, Consumer 3D Products, NVIDIA
11:00-11:30	**Practical Triangle Tessellation** Dan Amerson, Technical Director, Runtime: Emergent Game Technologies
11:30-12:00	**Enlighten: Total Artistic Control over Game Lighting** Chris Doran, COO and Founder, GEOMERICS Ivan Pedersen, Lead Artist, GEOMERICS
12:00-1:00	**Unity for Engineers** Lucas Meijer, Engineer, Principal Presenter, Unity Joachim Ante, CTO, Unity Aras Pranckevicius, Lead Graphics Engineer, Unity
1:00-2:00	**Physically Simulated Clothing By CCP (EVE Online) Using NVIDIA APEX** Vigfus Omarsson, Lead Technical Artist, CCP Snorri Sturluson, Senior Software Engineer, CCP Monier Maher, APEX Product Manager, NVIDIA
2:00-3:00	**Authoring Runtime Animation with NaturalMotion Morpheme 2.3** Steve Thompson, Head of Support, NaturalMotion
3:00-4:00	**APEX Vegetation with the SpeedTree® Modeler** Michael Sechrest, President and Co-Founder, Interactive Data Visualization (IDV), Inc., Lou Rohan Senior Software Engineer, NVIDIA

4:00-5:00	**Vision Engine 8** Dag Frommhold, Managing Partner, Trinigy
5:00-5:30	**Parallel Nsight: GPU Development in Visual Studio** Kumar Iyer, Product Manager, NVIDIA

Saturday, March 13, 2010

Time	Topic / Presenters/ Affiliation
9:00-10:00	**Parallel Nsight: GPU Development in Visual Studio** Kumar Iyer, Product Manager, NVIDIA
10:00-10:30	**Practical Use of Tessellation in Unigine Heaven Benchmark** Denis Shergin, CEO and Co-Founder, Unigine Corp. Alexander Zaprjagaev, CTO, Unigine Corp.
10:30-11:00	**Softimage 2011 Enhanced with PhysX** Mark Schoennagel, Senior 3D Evangelist, Autodesk Softimage
11:00-12:00	**Advanced OpenGL, OpenGL ES and OpenCL debugging and profiling using gDEBugger** Avi Shapira, Founder and CEO of Graphic Remedy
12:00-12:30	**Streamlining PhysX Content in Max** Mark Noland, Solutions Engineer, Autodesk
12:30-1:00	**CryENGINE®3** Carl Jones, Director of Global Business Development, CryENGINE
1:00-2:00	**DMM2–Next Generation Digital Molecular Matter by Pixelux** Vik Sohal, Co-Founder and COO, Pixelux Entertainment Inc
2:00-3:00	**APEX Destruction using PhysX Lab** Bryan Galdrikian, Senior Apps Engineer, Physics R&D, NVIDIA

Presenter Biographies

Dan Amerson
Dan is the technical director for rendering technology in Emergent Game Technologies' Gamebryo LightSpeed, a cross-platform game engine used in over 200 titles to date. Since joining the company in 2001, he has worked primarily on console rendering technologies and multithreaded execution. Prior to Emergent, Dan graduated from NC State University where he worked on the Mimesis project developing intelligent camera controller technology for virtual worlds and interactive narratives.

Chris Doran
Chris Doran is Founder and COO of Geomerics. He founded Geomerics in 2005 after 15 years at Cambridge University as an Advanced Research Fellow in applied mathematics. Chris is a regular speaker at major international conferences, and is the author of a major book on geometry and of over 50 papers spanning a wide range of subjects. He was made a Royal Society of Edinburgh Enterprise Fellow in 2004. In 2008 Chris was named one of the 25 people reshaping game development by Develop Magazine.

Andrew Fear
Mr. Fear currently is a senior product manager at NVIDIA Corporation and is responsible for NVIDIA's consumer stereoscopic 3D products, including NVIDIA 3D Vision.   Mr. Fear defines the product features, positioning, messaging, and launch events for 3D Vision, and has participated on 3D panels at the 2008 3D Entertainment Summit, 2008 3D Business Summit, 2009 Stereoscopic Displays and Applications conference and the Digital Hollywood Fall 2009 conference.

Andrew Fear has more than 10 years of experience in the high-technology field with an emphasis on graphics processing units and 3D technology. Mr. Fear began his career in 1998 and was instrumental in leading the product management cycle for Voodoo 3D graphics accelerators at 3dfx Interactive. At NVIDIA, Mr. Fear has been product manager for all GeForce desktop graphics drivers for over 5 years, managing all software releases to the millions of NVIDIA GeForce owners around the world. In addition, Mr. Fear has also been product

manager for NVIDIA SLI™ technology, allowing you to scale graphics performance by combining multiple NVIDIA graphics solutions. Mr. Fear also successfully launched the 3-way and Quad SLI technologies at NVIDIA.

Dag Frommhold

Dag Frommhold is Managing Partner of the German middleware company Trinigy, whose Vision Game Engine is used in more than 120 game titles on four continents. In addition to management tasks, Dag is leading the company's core technology and multi-platform development team.

Bryan Galdrikian

Bryan Galdrikian received a Ph.D. in theoretical physics in 1994 but left academia a year later for his first love, programming, at Rocket Science Games. He has been working with games and physics ever since, moving to physics middleware at Mathengine, AGEIA, and now NVIDIA PhysX. He especially enjoys computational geometry, a place where math and algorithm enjoy a fruitful marriage. His is currently leading the APEX Destruction work for PhysX.

Kumar Iyer

Kumar Iyer is a Product Manager of Developer Tools at NVIDIA. Prior to his work at NVIDIA, Kumar worked on PC and console games at Electronic Arts, and in virtual reality research at the USC Institute for Creative Technologies.

Carl Jones

Carl Jones is the Director of Global Business Development for CryENGINE at Crytek. Carl joined Crytek in 2008 to drive the company's renewed focus on game engine licensing - commencing with the launch of CryENGINE 3 on PS3, Xbox 360 and PC. Carl oversees current CryENGINE operations in Frankfurt (Germany), Nottingham (UK), Seoul (South Korea) and the establishment of new support centres in Shanghai (China), Tokyo (Japan), Austin and Orlando (USA), as well as Crytek's new advances into technology licensing for Simulation, Training, Film and Broadcasting.

Carl began his career as a research scientist for the UK Armed Forces, working on simulations at Broadoaks, the UK MoD Centre for Excellence in Operational Analysis, before moving into video game production and studio management. Carl has managed game development at studios including Wide Games (which he co-founded), Tragnarion Studios, Kuju Entertainment and in publishing at Sega working with The Creative Assembly and Sega's Japanese studios. Carl has worked on franchises such as Total War and Total Warrior, House of the Dead, Sonic the Hedgehog, Prisoner of War, The Matrix and many others in his 12 year career in video games.

Gavin Kistner

Gavin Kistner is the Product Designer for the PhysX plug-ins for 3ds Max and Maya. Before being (pleasantly) consumed by NVIDIA, Gavin designed tools for game development at Anark. Before that he designed eminently usable online applications at a top-50 web design firm he co-founded. Gavin received degrees in Computer Science and Computer and Electrical Engineering from Duke University in 1996, but has found that the pleasures found in formulating delightful interfaces slightly eclipse the (numerous) joys of crafting clean code.

Monier Maher

Monier Maher wrote his first games in the 80's and got back to game development when he co-founded AGEIA Technologies in 2002 to accelerate game physics. Now at NVIDIA, Monier continues bringing his passion for finding innovative solutions to create games that give the player an experience unmatched anywhere else in the game industry.

Lucas Meijer

Lucas helps to make Unity better. Before joining Unity, he was a freelance game programmer, making sure the tech behind many game productions was in good shape and artists had a smooth workflow into their game engine. Lucas worked on titles for Lego, Paramount Pictures, Cartoon Network, Adobe and many others.

Vigfus Omarsson

Vigfus Omarsson is the Lead Technical Artist at CCP Games and works on art tools, character systems and pipeline tools for EVE and other CCP projects. Prior to CCP, Vigfus worked at EA's Sims division, working on various console iterations of the Sims as well as the Sims3

character creation system. Vigfus started building 3D characters as an artist in 1996, but went back to school for a CS degree before coming to the States in the year 2000.

Ivan Pedersen

Ivan started his career as a 3D artist in Architectural Visualisation. He moved into games working as a Senior and Lead Artist for Rebellion, EA Criterion and Codemasters before signing on as Lead Artist at Geomerics. Ivan is a regular speaker at major conferences, and has run training workshops on lighting for games artists. He is dedicated to bringing higher quality lighting to the games industry.

Mark Schoennagel

For over a decade Mark Schoennagel has been the senior 3D technical evangelist for Softimage working out of the Venice California Autodesk studio.   While based in California Mark is usually off traveling the world showcasing the power of Softimage to both studios and industry trade shows.   With a strong hardware background he also works closely with manufactures making sure Softimage and other Autodesk products perform to their full potential.

Michael Sechrest

As president, co-founder and chief software programmer at Interactive Data Visualization (IDV), Michael Sechrest has played a principal role in the development of the award-winning SpeedTree virtual foliage solution. Other visualization research and development efforts Michael has directed include projects for the US Dept. of Defense and high-technology commercial and industrial clients. In 1996, Michael received a master's degree in computer engineering from the University of South Carolina.

Avi Shapira

Avi has more than 10 years of experience in the software industry. Avi founded Graphic Remedy, a software company specializing in multiplatform professional development tools for OpenGL, OpenGL ES and OpenCL. He currently leads the team and is responsible for the business development of the company. Avi has been an active member of the OpenGL ARB, OpenCL TSG and the Khronos Group since 2006.

Denis Shergin

Denis Shergin is a CEO and co-founder of Unigine Corp., a middleware company working in the field of advanced real-time 3D systems. He effectively combines his technical background with more than 10 years of successfull IT enterpreneur experience into leading the company.

Snorri Sturluson

Snorri Sturluson, Senior Software Engineer leads the team responsible for character rendering in Eve and other CCP projects. He has been working on graphics engines for video games over a decade, on both consoles and PCs. He has worked on Trinity, CCP's graphics engine, for over two years now - prior to that he worked on MySims and other Sims titles. He holds a BSc degree from the University of Iceland.

Alexander Zaprjagaev

Alexander Zaprjagaev has created the core technology of cutting edge Unigine Engine. His vast expertise in real-time systems includes both 3D graphics and advanced physics simulation. Now Alexander is a CTO and co-founder of Unigine Corp. as well as the main driving power of Unigine technologies development.