

March 17-21



NVIDIA at GDC 2025

March 17

Advanced Graphics Summit: Cooperative Vectors and Neural Rendering

09:30–10:30 a.m. PT
Location: WH3014

Advanced Graphics Summit: Path Tracing Deep Dive: 'Indiana Jones and the Great Circle'

10:50–11:50 a.m. PT
Location: WH3014

Advanced Graphics Summit: From Myth to Reality: Full Ray Tracing Inside 'Black Myth: Wukong'

1:20–2:20 p.m. PT
Location: WH3014

Technical Artist Roundtable Day 1

2:00–3:00 p.m. PT
Location: SH306

The Magic Behind Ray-Traced Lighting in Star Wars™ Outlaws

3:30–4:30 p.m. PT
Location: WH3009

Scale Up Ray Tracing in Games With RTX

Mega Geometry

5:00–6:00 p.m. PT
Location: WH3009

Building AI Assistants to Help a Gamer's Journey

3:30–4:30 p.m. PT
Location: WH3009

Empower QA Teams With Multi-Modal AI

5:00–6:00 p.m. PT
Location: WH3009

March 18

★ NVIDIA GTC 2025 Keynote

10:00 a.m. PT
Location: SAP Center in San Jose
Watch Here: nvidia.com/gtc/keynote

March 20

★ Crossing the Uncanny Valley With RTX

Neural Face Rendering

09:30–10:30 a.m. PT
Location: WH3009

Tools Roundtable Day 2: Assets

11:00–12:00 p.m. PT
Location: SH308

Creating Next-Gen Agents in KRAFTON's inZOI

11:00–12:00 p.m. PT
Location: WH3009

Unlocking the Power of NVIDIA's Next-Gen AI and Graphics Platform on Dell ProMax Performance PCs

12:15–1:15 p.m. PT
Location: WH3009

Achieving AI Teammates in NARAKA: BLADEPOINT Mobile PC Version

12:15–1:15 p.m. PT
Location: WH2009

Bringing AI NPCs to Life 'On-Device' with NVIDIA ACE Small Language Models in Meaning Machine's Dead Meat

2:00–3:00 p.m. PT
Location: WH3009

Technical Artist Roundtable Day 2

3:30–4:30 p.m. PT
Location: SH306

March 21

Technical Artist Roundtable Day 3

10:00–11:00 a.m. PT
Location: SH306

Tools Roundtable Day 3: Build

3:00–4:00 p.m. PT
Location: SH308



For more information on our sessions or activities, scan the QR code or visit nvidia.com/gdc

March 19

★ Advances in RTX

9:00–10:00 a.m. PT
Location: WH2020

Path Tracing Nanite in NVIDIA Zorah

10:30–11:30 a.m. PT
Location: WH3009

Tools Roundtable Day 1: Engineering

10:30–11:30 a.m. PT
Location: SH306

★ RTX Neural Shading: Practical Techniques and Applications

12:30–1:30 p.m. PT
Location: WH3009

Visualizing Next-Gen Games With RTX Neural Rendering and Unreal Engine 5

2:00–3:00 p.m. PT
Location: WH3009

Partner Booths

S427 **Adobe**

S927 **Amazon Web Services**

S1369 **Cloudflare**

S868 **Deemos** 

S1063 **International Game Developers Association & Dell Technologies**

C1615 **Inworld AI**

S341 **JALI Research**

C1821 **Meshcapade** 

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Developer Resources

NVIDIA Developer Program

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<https://sp-events.courses.nvidia.com/GDC2025>

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