

March 9-13

NVIDIA at GDC 2026



March 9

Tools Roundtable Day 1: Engineering

10:30–11:30 a.m.
Room 314, South Hall

March 10

Technical Artists Roundtable Day 1

10:30–11:30 a.m.
Room 314, South Hall

☆ Driving Innovation and RTX Advances*

11:20 a.m.–12:00 p.m.
Blue Shield of California Theater, YBCA

☆ AI Trends of Today and Opportunities for Tomorrow*

1:30–2:30 p.m.
Blue Shield of California Theater, YBCA

March 11

Building a Co-Playable Character: 'PUBG' Ally, an AI Teammate Powered by NVIDIA ACE

10:10–11:10 a.m.
Room 3020, West Hall

Tools Roundtable Day 2: Assets

10:30–11:30 a.m.
Room 314, South Hall

We're Speaking Your Slang-uage Here: A Proof-of-Concept Console Backend for the Slang Shading Language

11:30 a.m.–12:30 p.m.
Room 3020, West Hall

Why Virtualization Is Reshaping Enterprise Game Development

11:50 a.m.–12:10 p.m.
Future Tech Stage, South Hall

Serious Games Roundtable

12:30–1:30 p.m.
Room 304, South Hall

Supercharging Godot Development: Rapid Path Tracing Integration With Cursor

12:45–1:45 p.m.
Room 3020, West Hall

Technical Artists Roundtable Day 2

1:50–2:50 p.m.
Room 312, South Hall

Serious Games Roundtable

1:50–2:50 p.m.
Room 304, South Hall

Real-Time Generative Video Re-Styling for Gaming in the Next-Generation Data Center

2:00–2:30 p.m.
Room 3020, West Hall

Case Studies in RTX Ray Tracing Optimization With NVIDIA Nsight Graphics

2:50–3:20 p.m.
Room 3020, West Hall

Offering a Helping Hand: Experimenting With AI-Powered Assistants in Games

3:40–4:40 p.m.
Room 3020, West Hall

What Good Are AI NPCs? Lessons From a Large-Scale Player Study

5:00–6:00 p.m.
Room 3020, West Hall

March 12

Real-Time Path Tracing in 2026 and Beyond

10:10–11:10 a.m.
Room 3020, West Hall

Implementing Real-Time Path Tracing in RE ENGINE for Resident Evil Requiem and PRAGMATA

11:30 a.m.–12:30 p.m.
Room 3020, West Hall

Neural Shaders in Action: From Theory to High-Performance Applications

12:45–1:45 p.m.
Room 3020, West Hall

Manicured Characters: Path-Traced Hair and Skin in AAA Games

2:00–3:00 p.m.
Room 3020, West Hall

State of RTX Rendering in Unreal Engine 5

3:40–4:40 p.m.
Room 3020, West Hall

Scaling Playtesting Reach With GeForce NOW

5:00–6:00 p.m.
Room 3020, West Hall

March 13

Tools Roundtable Day 3: Build

9:30–10:30 a.m.
Room 312, South Hall

Technical Artists Roundtable Day 3

9:30–10:30 a.m.
Room 306, South Hall



Booth 1426

For more information on our sessions or activities, scan the QR code or visit [nvidia.com/gdc](https://www.nvidia.com/gdc)



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Top Gaming Tools

ACE for Games

NVIDIA ACE is a suite of digital human technologies for middleware and game developers that powers conversational NPCs and autonomous game characters using generative AI.

developer.nvidia.com/ace-for-games

DLSS

NVIDIA DLSS is a revolutionary suite of neural rendering technologies that uses AI to boost frames per second (FPS), reduce latency, and improve image quality. DLSS 4.5 brings Dynamic MFG and a second-generation transformer model—all backed by an NVIDIA AI supercomputer in the cloud, constantly improving your PC's gaming capabilities.

developer.nvidia.com/dlss

RTX Kit

NVIDIA RTX Kit is a suite of technologies that renders game assets with AI, better organizes geometry for improved path tracing performance, and provides tools to create game characters with lifelike visuals.

developer.nvidia.com/rtx-kit

Developer Resources

NVIDIA Developer Program

Game developers like you transform virtual worlds every day. The NVIDIA Developer Program gives you access to free tools, training, and our forums of experts to accelerate your development pipeline.

developer.nvidia.com/developer-program

NVIDIA Inception

The NVIDIA Inception program helps startups accelerate innovation and growth with developer resources and training, preferred pricing on NVIDIA products, and opportunities for VC exposure. The program is free and available to tech startups of all stages.

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