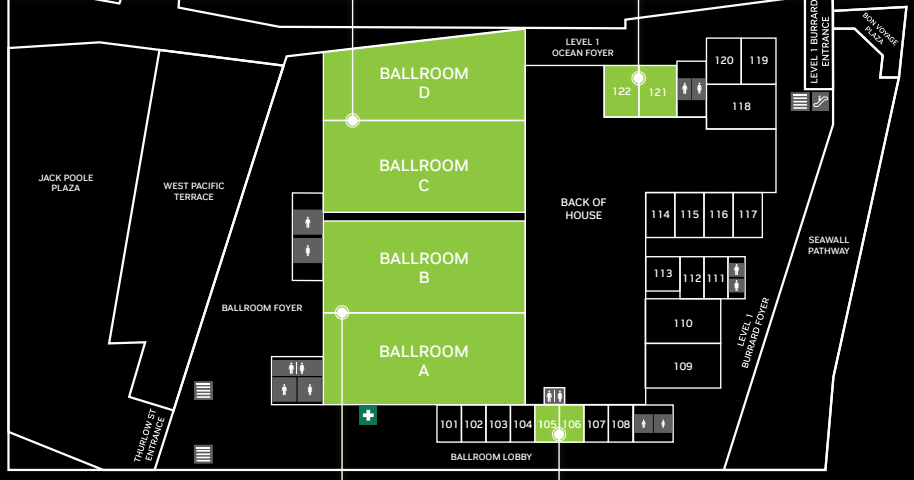
NVIDIA at SIGGRAPH 2022

Illuminating the Future of Graphics

ELECTRONIC THEATER

SESSION ROOMS



WEST LEVEL 1

TRAINING LABS

MEETING ROOMS

FOR MORE INFORMATION OR TO SIGN UP FOR ANY OF THE SESSIONS OR ACTIVITIES, SCAN THE QR CODE:

A schedule of NVIDIA's sessions and events can be found on the back of this card

PARTNER ECOSYSTEM SHOWCASE

Join us on the showfloor to see how NVIDIA and our ecosystem of partners are innovating next level collaboration and simulation at SIGGRAPH 2022.

PARTNER	*BOOTH*		
ASUS	933	HP	1011
AWS	1039, 602	MSI	1026
Blender	833	Supermicro	1133
Dell	527	TechViz	1111
Dimenco	433	Unity	619

NVIDIA INCEPTION FOR STARTUPS

Inception provides 10,000 cutting-edge startups worldwide with critical go-to-market support, technical expertise, training, and introductions to funding opportunities to accelerate their business. Discover how these Inception members are innovating for the future at SIGGRAPH.

PARTNER	*BOOTH*		
Dimenco	433	Move.AI	440
Exaion	1119	Plask	1031
Hammerspace	1132	Rokoko	1019
Leia	641	Threedy	1125
iniVation	1024	Metaphysic	N/A

NVIDIA GTC

EXPERIENCE OUR NEXT GTC ON SEPTEMBER 18-21

GTC is where developers, researchers, business leaders, creators, IT decision-makers, and students gather to learn how to shape our world with the power of AI, computer graphics, data science, and more. Come explore the latest technology and business trends and learn from experts on how AI is profoundly impacting industries and society as a whole. Join us for the online conference September 19-22, 2022 and be part of what comes next.

www.nvidia.com/gtc

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NVIDIA DEEP LEARNING INSTITUTE

www.developer.nvidia.com/join

NVIDIA Events & Sessions

All times PDT.

NVIDIA Session Series The Next Wave of Graphics Innovations · Building 3D Virtual Worlds · Powering the Metaverse · Exploring Neural Graphics Research · Accelerating Industries

NVIDIA Training NVIDIA Training Labs **SIGGRAPH** SIGGRAPH Hosted Sessions **All Virtual Sessions Available at nvidia.com/siggraph**

MONDAY

11:00 AM Foundry | Unleashing the power of the artist with Machine Learning 11:00 - 11:30 AM | ROOM 121/122

1:00 PM Move.AI | How Artificial Intelligence is Driving Markerless Motion Capture to Surpass Optical and Inertial 1:00 - 2:00 PM | ROOM 121/122

1:30 PM Build Beautiful, Custom UI for 3D Tools on NVIDIA Omniverse 1:30 -3:30 PM | Ballroom A/B

1:00 PM Metaverse for International Educators 1:00 - 2:00 PM | ROOM 108

2:00 PM Powering the Next Generation of XR and Gaming Applications with Speech AI 2:00 - 2:30 PM | ROOM 121/122

2:30 PM Conversational AI for Design Review in XR 2:30 - 3:00 PM | ROOM 121/122

3:00 PM

3:30 PM Easily Develop Advanced 3D Layout Tools on NVIDIA Omniverse 3:30 - 5:30PM | Ballroom A/B

4:00 PM ILM Presents: Leveraging AI in Visual Effects and Stagecraft Virtual Production 4:00 - 5:00 PM | ROOM 121/122

4:30 PM

5:00 PM Real-time Collaboration in Raytraced VR 5:00 - 6:00 PM | ROOM 121/122

5:00 PM Practical Multiple-scattering Sheen Using Linearly Transformed Cosines 5:00 - 5:20 PM | ROOM 109/110

Pioneers in Computer Graphics Ongoing

TUESDAY

9:00 AM NVIDIA Special Address at SIGGRAPH 2022 9:00 - 10:00 AM

10:00 AM The Future of Extended Reality: How Immersion Will Change Everything 10:00 - 11:00 AM | ROOM 121/122

10:30 AM How to Build Custom 3D Scene Manipulator Tools on NVIDIA Omniverse 10:00 - 11:30 AM | Ballroom A/B

11:00 AM Building on NVDiffrec and Instant NeRF for production-ready free-viewpoint video of people and places 11:00 - 12:00 PM | ROOM 121/122

11:30 AM

12:00 PM SIGGRAPH Omniverse Community Livestream 12:00 PM

1:00 PM Learn How to Use Nsight Tools To Debug and Profile Ray Tracing Applications 1:00 -3:00 PM | Ballroom A/B

1:30 PM Introducing NVIDIA Kaolin Wisp - A Common Library for Neural Field Research 1:00 - 2:00 PM | ROOM 121/122

2:00 PM USD, Hydra, and OpenSubdiv: Pixar's Open Source Meetup 2:00 - 4:00 PM | VIRTUAL

2:30 PM Meet the Researchers: How to Use NVIDIA Kaolin in Your 3D Deep Learning Workflows 2:00 - 3:00 PM | ROOM 121/122

3:00 PM NVIDIA Instant NeRF - Getting started with neural radiance fields 3:00 - 4:00 PM | ROOM 121/122

3:30 PM Omniverse for Creators: Collaborative 3D Workflows with Adobe Substance 3D Painter and Autodesk 3ds Max (or Maya) 3:30 - 4:30 PM | Ballroom A/B

4:00 PM Dimenco | Streaming of XR applications with Dimenco Simulated Reality Devices 4:00 - 5:00 PM | ROOM 121/122

4:30 PM

5:00 PM Heavenue | Close & Virtual: Heavenue Live Actors in CloudXR 5:00 - 6:00 PM | ROOM 121/122

5:30 PM

WEDNESDAY

9:00 AM TechViz | Cloud&Viz, making AR/VR Collaboration Ubiquitous 9:00 - 10:00 AM | ROOM 121/122

10:00 AM The Art of Collaboration: NVIDIA, Omniverse, and GTC 10:00 - 12:00 PM

10:30 AM Instant Neural Graphics Primitives With a Multiresolution Hash Encoding 10:30 -11:00 AM | BALLROOM A/B

1:00 PM The Next Evolution of Universal Scene Description (USD) for Building Virtual Worlds 1:00 - 2:00 PM | ROOM 121/122

5:00 PM Real-Time Live! Instant Neural Radiance Fields 5:00 - 6:45 PM | BALLROOM C/D

THURSDAY

9:00 AM Material Workflows in Omniverse 9:00 - 10:00 AM | ROOM 121/122

10:00 AM The Role of Networking in Real-Time Production 10:00 - 11:00 AM | ROOM 121/122

11:00 AM From Script to Screen: Virtual Production for LED Filmmaking 11:00 - 12:00 PM | ROOM 121/122

1:00 PM Metaphysic | Creating hyper-real avatars and synthetic humans for web3 and feature films 1:00 - 2:00 PM | ROOM 121/122

2:00 PM Preymaker: Content and Experiences Crafted in the Cloud 2:00 - 3:00 PM | ROOM 121/122

3:00 PM Immersive Visualization for Research, Science, and Art 3:00 - 4:30 PM | VIRTUAL

Magnopus | Globally Connected Immersive Experiences: A case study of Magnopus's Expo Dubai Xplorer 3:00 - 3:30 PM | ROOM 121/122