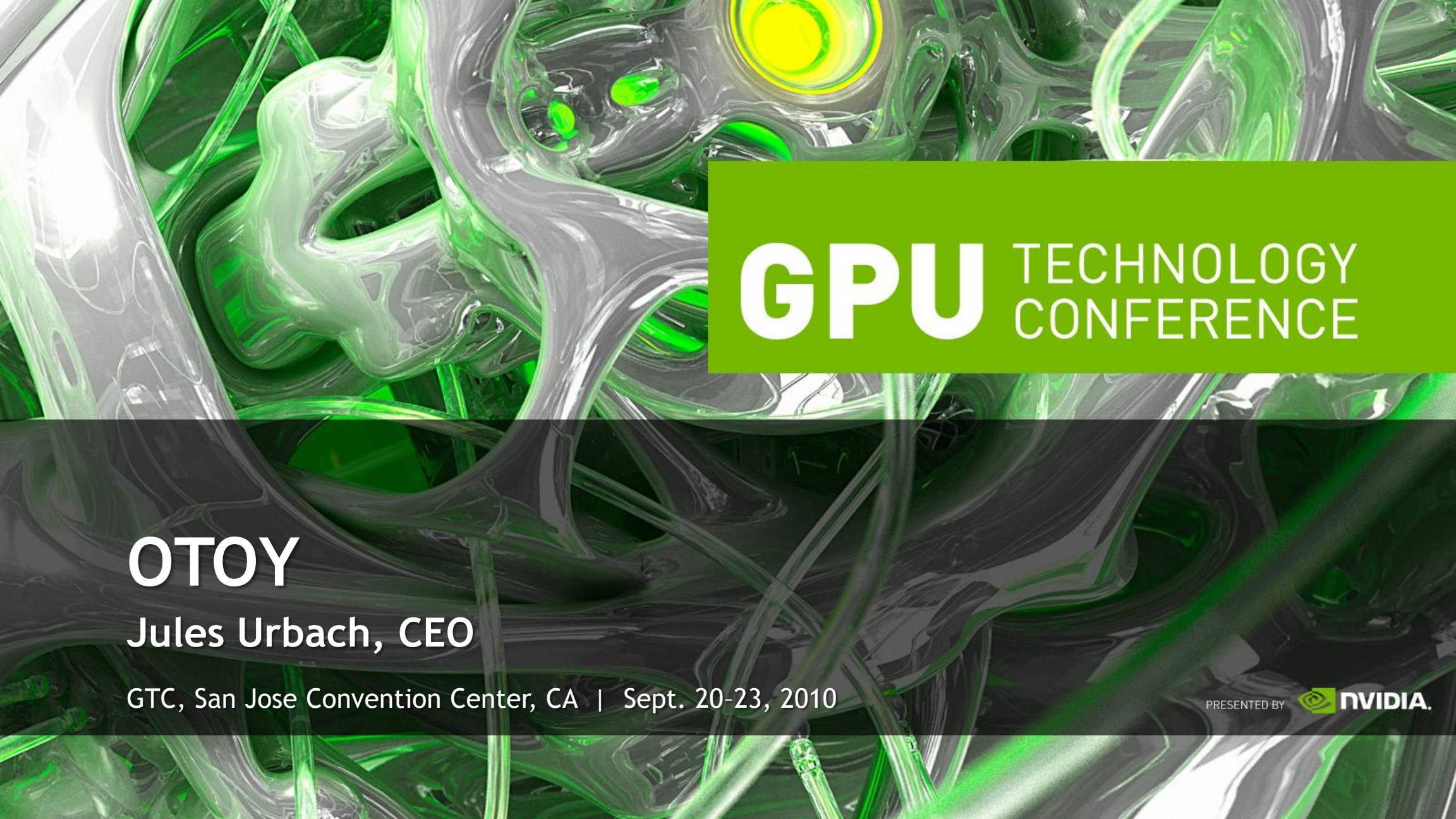

OTOY

Jules Urbach, CEO

GTC, San Jose Convention Center, CA | Sept. 20–23, 2010

PRESENTED BY NVIDIA.

GPU
TECHNOLOGY
CONFERENCE

EMERGING COMPANIES SUMMIT

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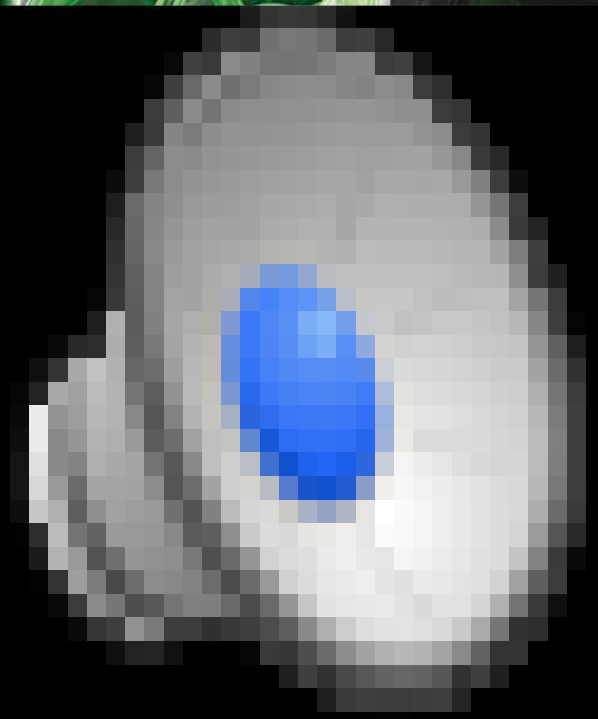
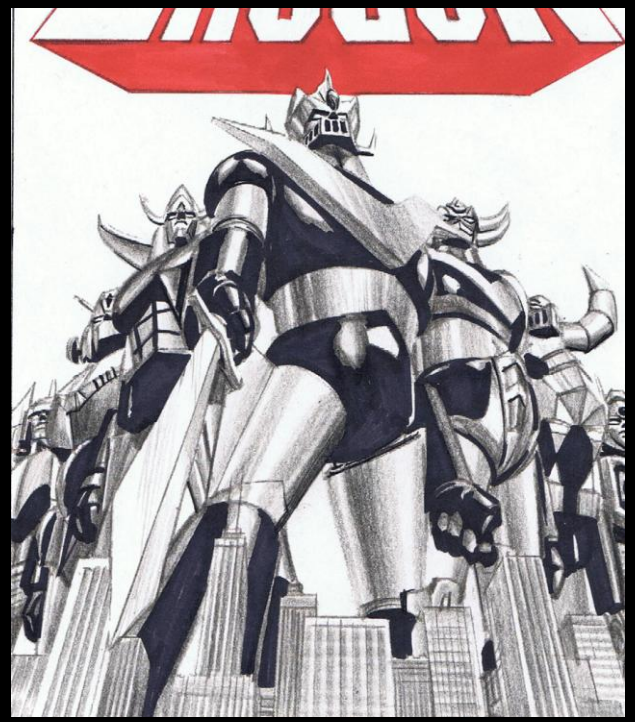
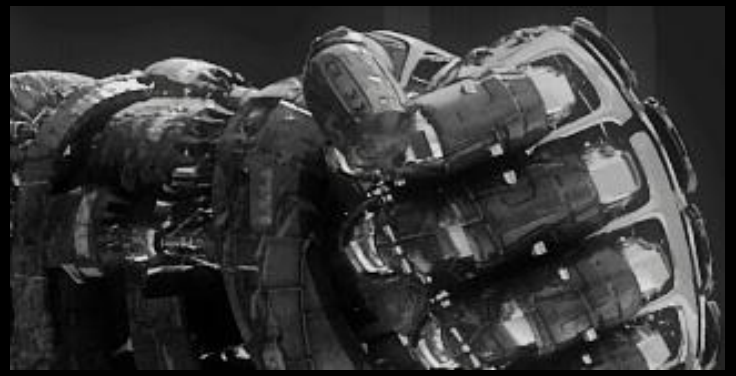


Cloud rendering - why it's awesome

- Unlimited rendering power:

Cloud rendering - why it's awesome





Games/Apps – 100% in the cloud by 2014

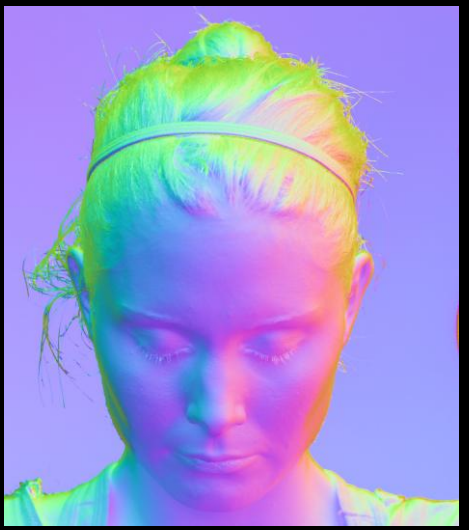
- Chrome OS/Native Client/WebGL - 90% there
- Today's web browsers are still lacking:
  - High performance 3D apps and games (DX9+, SM3+)
  - GPGPU programs (CUDA, OpenCL)
  - Local data : security, privacy and control
  - Standards: Microsoft – no WebGL. Mozilla – No NACL, no h.264

OTOY - client and server hybrid model

- OTOY Client:
  - HTML + OpenCL = WebCL; (OGL4/DX11/CUDA-x86)
  - 4 Kb plug-in. Runs on all major browsers
  - Streams any PC app to the browser
- OTOY Server:
  - No plug-in? Render on the server using ORBX GPU Codec
  - HTML 4 fallback

LightStage + GPU cloud = photorealism

- Captures all details of human performance



LightStage + GPU cloud = photorealism

- Used by all major VFX studios

LightStage + GPU cloud = photorealism

- Next step - cloud games and films

The OTOY Enterprise Cloud platform

- No SDK required - upload your own VM
- Virtual CUDA or OpenCL devices in the cloud
- High level web services enable path-tracing and LightStage rendering in any 3D engine

Case Study: Blue Mars

- Supporting the Crytek Engine on Facebook:
  - DX10. 400+ Mb - needs to load instantly in a web page