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# Larry Gritz

 Member for 16 years, 3 months  Last seen this week

 larrygritz.com  Vancouver, Canada

Profile

Activity

## Stats

13,641  
reputation

1.5m  
reached

65  
answers

11  
questions

## About

Software Engineering Architect, Sony Pictures Imageworks.

Professional software engineer and researcher for 25 years, specializing in computer graphics for animation and visual effects. I mainly develop in C++ on Unix variants (Linux and OS X), but occasionally use Windows, Python, Perl, shell scripts, as well as programmable extension languages for a variety of packages.

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c++



233 score 35 posts 46 posts %

raytracing

229 score 11 posts 14 posts %

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92 score 6 posts 8 posts %

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43 score 4 posts 5 posts %

c

23 score 9 posts 12 posts %

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Questions

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Newest

Q

577

Can a shell script set environment variables of the calling shell? [duplicate]

Jan 30, 2009

A

132

Why do we use CPUs for ray tracing instead of GPUs?

Jun 26, 2016

A

70

Algorithm for finding the smallest power of two that's greater or equal to a given value

Dec 13, 2008

A

48

Are there any rendering alternatives to rasterisation or ray tracing?

Apr 24, 2009

A

43

C++: how to get fprintf results as a std::string w/o sprintf

Sep 16, 2008

A

35

OpenGL still better than Direct3D for non-games?




Dec 5, 2008

Q

32






What is the C++17 equivalent to boost::filesystem::unique\_path()?

Apr 10, 2017

	30	<a href="#">What is a dependent texture read?</a>	Jun 29, 2009
	20	<a href="#">How to blend colors</a>	Nov 11, 2010
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