

ABOUT THE AUTHORS

Matt Pharr is a Principal Engineer at Intel, working as the lead architect in the Advanced Rendering Technology group. He previously co-founded Neoptica, which worked on programming models for graphics on heterogeneous CPU+GPU systems; Neoptica was acquired by Intel. Before Neoptica, Matt was in the Software Architecture group at NVIDIA, co-founded Exluna, and worked in Pixar's Rendering R&D group. He received his Ph.D. from the Stanford Graphics Lab, working under the supervision of Pat Hanrahan. He was also the editor of *GPU Gems 2*.

Greg Humphreys is a member of the OptiX raytracing team at NVIDIA. Previously, he was a professor of Computer Science at the University of Virginia, where he conducted research in both high performance and physically based computer graphics, as well as computer architecture and visualization. Greg has a B.S.E. degree from Princeton, and a Ph.D. in Computer Science from Stanford under the supervision of Pat Hanrahan. When he's not tracing rays, Greg enjoys tournament bridge, knitting, and riding his motorcycle.