



Tuesday 25, April

FP1: Art, Design, and Sketching

Session chair: coming soon

Session details: Tuesday 25, April, 9:00 – 10:30

Room: coming soon

Computational Light Painting Using a Virtual Exposure

SketchSoup: Exploratory Ideation using Design Sketches

Integrated Structural-Architectural Design for Interactive Planning

FP2: Monte Carlo

Session chair: coming soon

Session details: Tuesday 25, April, 9:00 – 10:30

Room: coming soon

Unbiased Estimators to Render Procedurally Generated Inhomogeneous Participating Media

László Szirmay-Kalov, Iliyan Georgiev, Milán Hagdics, Balázs Holnár, Dávid Légerdy

This paper presents a new stochastic particle model for efficient and unbiased Monte Carlo rendering of heterogeneous participating media. We randomly add and remove material particles to obtain a density with which free flight sampling and transmittance estimation are simple while material particle properties are

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MONDAY | 10:00AM

Monday, February 27 | 10:00am - 6:00pm

ADVANCED AGILE GAME DEVELOPMENT PRACTICES

Location: Room 3005, West Hall

Speaker: Clinton Keith (Clinton Keith Consulting)

Format: Tutorial

Track: Production & Team Management

Pass Type: CDC All Access, CDC All Access + VRDC, CDC Summits, Tutorials, & Bootcamps, CDC Summits, Tutorials, & Bootcamps + VRDC

Monday, February 27 | 10:00am - 11:00am

ADVANCED GRAPHICS TECH: "D3D12 AND VULKAN DONE RIGHT" & "WAVE PROGRAMMING IN D3D12 AND VULKAN"

Location: Room 2006, West Hall

Speakers: Gareth Thomas (AMD), David Lively (AMD), Holger Gruen (NVIDIA)

Format: Tutorial

Track: Programming

Pass Type: CDC All Access, CDC All Access + VRDC, CDC Summits, Tutorials, & Bootcamps, CDC Summits, Tutorials, & Bootcamps + VRDC

Monday, February 27 | 10:00am - 11:00am

ANIMATION BOOTCAMP: ANIMATION MICROTALKS

Location: Room 112, North Hall

Speakers: Lana Bachynski (Blizzard Entertainment), Shahbaz Shah (Telltale Games), Tim Borrell (First Strike Games), Owen Frey (The Molasses Flood), Matt Conn (MidBoss), Gabriela Aveiro (Dames Making Games), Matthew Russell (Amazon), Michael Jungbluth (Volition), Mariel Cartwright (Lab Zero Games), Matt Majors (Pearl)

Format: Tutorial

Track: Visual Arts

Pass Type: CDC All Access, CDC All Access + VRDC, CDC Summits, Tutorials, & Bootcamps, CDC Summits, Tutorials, & Bootcamps + VRDC

Monday, February 27 | 10:00am - 11:00am

ART DIRECTION BOOTCAMP: PANTALONES! THINGS I WISHED SOMEONE TOLD ME PRIOR TO BECOMING AN ART DIRECTOR

Location: Room 130, North Hall

Speaker: Denis Rogic (Independent)

Format: Tutorial

Track: Visual Arts

Pass Type: CDC All Access, CDC All Access + VRDC, CDC Summits, Tutorials, & Bootcamps, CDC Summits, Tutorials, & Bootcamps + VRDC

