

## GUEST SPEAKER

# PETER SHIRLEY

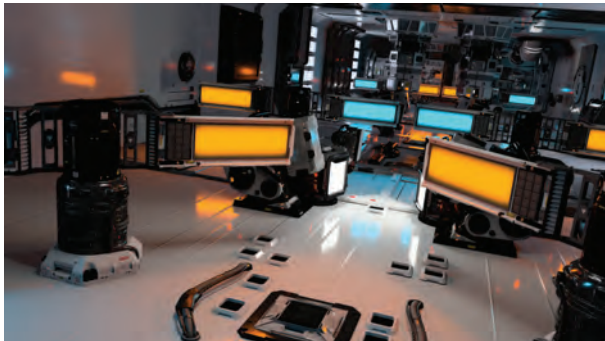
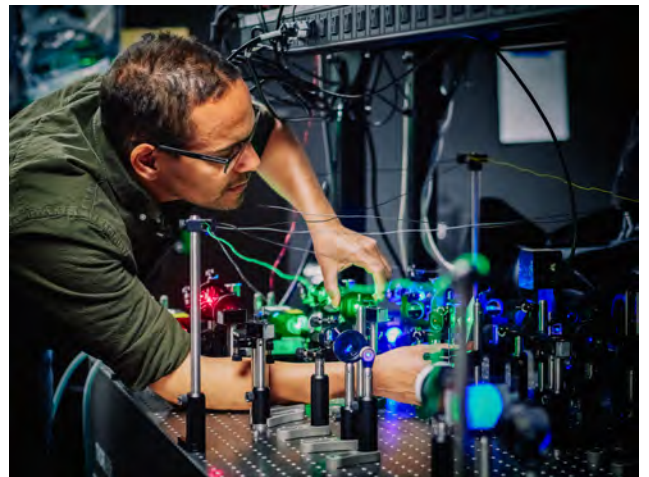
## DISTINGUISHED ENGINEER AT NVIDIA CORPORATION

Monday, December 2nd | North Creek Events Center (NCEC)

3:30 - 4:20 p.m.

### ***A Grand Tour of Emerging Technologies***

It is a bit overwhelming with so many technologies emerging simultaneously. These technologies are also interacting in sometimes non-intuitive ways. This first talk will touch on virtual reality, augmented reality, hi-res and high dynamic range screens, e-sports, the cloud, holography, deep learning, sensor networks, and tele-presence, among other things.



4:30 - 5:20 p.m.

### ***Interactive Ray Tracing for Realistic Computer Graphics***

Similarly to how neural nets have been disrupting AI, ray tracing has been doing the same thing in computer graphics. This talk will describe what ray tracing is, its history, how it is used now, and how it is likely to evolve. The second portion will be stand-alone and will not assume that audience members attend the first talk.

#### ***Speaker Bio:***

Peter Shirley earned his B.A. in Physics from Reed College (1985) and a Ph.D. in Computer Science from the University of Illinois (1991). Dr. Shirley has held academic positions at Indiana University (1990-94), Cornell University (1994-96), and the University of Utah (1996-2008), and co-founded RayScale LLC and Purity LLC. Currently, a Distinguished Engineer at the Nvidia Corporation and is working on display technology, ray tracing, and perceptually-informed rendering. He has authored and co-authored a number of books on computer graphics and ray tracing including *Fundamentals of Computer Graphics*, now in its fourth edition, and the popular *Ray Tracing In One Weekend* series, now available for free on the web.

