Exhibitor Talks & Session Overview 出展者トーク＆セッション

Tuesday, 3 November		
10:00 – 11:00	**Presented by Intel Corporation** New Intel® Processor Graphics accelerates Game and Media This session Introduces Graphics architecture of 6th generation Intel® Core Architecture (Skylake) and SDKs/Tools supporting new features on Windows. -Yasuhito Takeuchi, Intel Corporation	Exhibitor Talk Stage Exhibition Hall No. 2
11:00 – 12:00	**Presented by Intel Corporation** Memory Sharing in the Compute Architecture of Intel Processor Graphics The Intel Processor Graphics architecture is used in products such Intel® HD Graphics and Intel® Iris™ Pro Graphics. It is a GPU architecture well suited for power and performance optimized compute applications implemented through APIs like OpenCL*, Renderscript, and Microsoft* DirectX* Compute Shader. We briefly describe the building block architecture components and their companion memory hierarchy. We then explain the architecture's coherent memory sharing capabilities and how it enables shared virtual memory compute applications. -Stephen Junkins, Intel Corporation	Exhibitor Talk Stage Exhibition Hall No. 2
11:30 – 12:45	**Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar RenderMan's RIS technology is brand new … come see what it can deliver. We'll begin with a screening of Pixar's latest animated short, *Sanjay's Super Team*. In addition, we'll showcase the latest RenderMan features in version 20, which are currently making waves on Pixar's upcoming feature film, *Finding Dory*, along with some stunning examples. Learn how RenderMan can be used successfully on independent projects, product design, and commercial visual effects. From fast lighting and look development to a host of unique features, RenderMan's new RIS technology can deliver any creative vision for productions large and small. Now that RenderMan is free for non-commercial use, there's never been a better time to see what RenderMan is all about. -Dylan Sisson, Technical Artist, Pixar Animation Studios	Main Hall, Level 1 Conference Center
12:00 – 14:00	**Presented by Khronos Group** Khronos Graphics, Compute and Vision APIs – including Vulkan Next Generation GPU Acceleration Discover how over 100 companies cooperate at the Khronos Group to create open, royalty free standards that enable developers to access the power of hardware to accelerate the most demanding tasks in cutting-edge applications – including heterogeneous parallel computation, 3D graphics and vision processing. This session includes the latest updates to API standards including OpenGL, OpenCL, OpenVX, and the recent Vulkan new generation graphics and compute API. The session will explore how modern APIs will accelerate the availability of compelling experiences such as neural-net based driver assistance, virtual and augmented reality, and advanced environmental tracking and 3D reconstruction. -Neil Trevett, President, Khronos Group	Exhibitor Talk Stage Exhibition Hall No. 2

Tuesday, 3 November		
14:00 – 15:00	**Prenented by Intel Corporation** Practical Layered Reconstruction for Defocus and Motion Blur Light field reconstruction algorithms can substantially decrease the noise in stochastically rendered images. Recent algorithms for defocus blur alone are both fast and accurate. However, motion blur is a considerably more complex type of camera effect, and as a consequence, current algorithms are either slow or too imprecise to use in high quality rendering. We extend previous work on real-time light field reconstruction for defocus blur to handle the case of simultaneous defocus and motion blur. By carefully introducing a few approximations, we derive a very efficient sheared reconstruction filter, which produces high quality images even for a low number of input samples. Furthermore, we show how we improved the performance of our original implementation significantly by applying a variety of algorithmic optimizations. Our algorithm is temporally robust, and is about two orders of magnitude faster than previous work, making it suitable for both real-time rendering and as a post-processing pass for offline rendering. -Jon Hasselgren, Intel Corporation	Exhibitor Talk Stage Exhibition Hall No. 2
15:00 – 16:00	**Presented by Intel Corporation** Evolution of Intel® Quick Sync Video realizes 4K real-time processing Intel has been adding new features and dedicated media engines into the Gen graphics as Intel® Quick Sync Video. This session covers the power optimized media engine and the new codec features from client to server use cases. -Kazuhide Yamamoto, Intel Corporation	Exhibitor Talk Stage Exhibition Hall No. 2

Exhibitor Talks & Session Overview 出展者トーク＆セッション

Wednesday, 4 November		
10:00 – 11:00	**Presented by Intel Corporation** Memory Sharing in the Compute Architecture of Intel Processor Graphics The Intel Processor Graphics architecture is used in products such Intel® HD Graphics and Intel® Iris™ Pro Graphics. It is a GPU architecture well suited for power and performance optimized compute applications implemented through APIs like OpenCL*, Renderscript, and Microsoft* DirectX* Compute Shader. We briefly describe the building block architecture components and their companion memory hierarchy. We then explain the architecture's coherent memory sharing capabilities and how it enables shared virtual memory compute applications. -Stephen Junkins, Intel Corporation	Exhibitor Talk Stage Exhibition Hall No. 2
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12:00 – 14:00	**Presented by Full Sail University** Master Thesis Students in the Video Game Industry -Jeremiah Blanchard, Full Sail University	Exhibitor Talk Stage Exhibition Hall No. 2
14:15 – 14:45	**Presented by Isotropix** Clarisse iFX: A new approach to 3D Discover what makes Clarisse the nextgen lighting and rendering tool. Learn how much easier your workflow can become and discover why more and more pros think that "Clarisse brings back fun to the job". -Sam Assadian, CEO and Co-Founder, Isotropix	Exhibitor Talk Stage Exhibition Hall No. 2

Wednesday, 4 November		
14:30 – 15:45	**Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar RenderMan's RIS technology is brand new … come see what it can deliver. We'll begin with a screening of Pixar's latest animated short, *Sanjay's Super Team*. In addition, we'll showcase the latest RenderMan features in version 20, which are currently making waves on Pixar's upcoming feature film, *Finding Dory*, along with some stunning examples. Learn how RenderMan can be used successfully on independent projects, product design, and commercial visual effects. From fast lighting and look development to a host of unique features, RenderMan's new RIS technology can deliver any creative vision for productions large and small. Now that RenderMan is free for non-commercial use, there's never been a better time to see what RenderMan is all about. -Dylan Sisson, Technical Artist, Pixar Animation Studios	Main Hall, Level 1 Conference Center
14:45 – 15:15	**Presented by Isotropix** Interactive High-end VFX at Dneg -Eric Vezinet, Rendering Supervisor, Double Negative	Exhibitor Talk Stage Exhibition Hall No. 2
15:15 – 15:45	**Presented by Isotropix** Clarisse iFX Workflow Overview Discover how easy it is to bring data in Clarisse whether it is animated geometries or volumetric effects such as realistic explosions. Watch concrete examples of how Clarisse boosts your workflow using simple yet powerful features such as procedural modeling. Learn how to create easily photoreal cinematographic matte painting. -Yann Couderc, Product Specialist, Isotropix	Exhibitor Talk Stage Exhibition Hall No. 2

SIGGRAPH ASIA 2015 KOBE

Exhibitor Talks & Session Overview 出展者トーク＆セッション

Thursday, 5 November		
10:00 – 12:00	**Presented by Google** Render More on Google Cloud Platform and Zync What are the values of Cloud-based rendering? What are the steps to start? This session gives you answers to these questions and insights on "Cloud Rendering" with three talks; Part I: Values of Rendering on Google Cloud Platform, Part II: Steps and Details, Part III: Global and Local Use Cases. -Jeffrey Kember, Cloud Platform Solutions Architect, Google -Naoya Moritani, Cloud Platform Sales Engineer, Google -Rumi Oku, Cloud Platform Sales Specialist, Google	Exhibitor Talk Stage Exhibition Hall No. 2
12:30 – 13:30	**Presented by 3DS Co., Ltd. and Luxion Inc.** Amazing rendering and animation of KeyShot We will introduce the latest version of KeyShot, the photorealistic rendering and animation software based on photon mapping technology. Presentations will be in English and Japanese by KeyShot's creator, Luxion, and the Japan master reseller, 3DS Co Ltd. -Henrik Wann Jensen, CTO, Luxion Inc. -Tomohide Imada, Manager, 3DS Co., Ltd	Exhibitor Talk Stage Exhibition Hall No. 2
14:30 – 15:45	**Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar RenderMan's RIS technology is brand new ... come see what it can deliver. We'll begin with a screening of Pixar's latest animated short, *Sanjay's Super Team*. In addition, we'll showcase the latest RenderMan features in version 20, which are currently making waves on Pixar's upcoming feature film, *Finding Dory*, along with some stunning examples. Learn how RenderMan can be used successfully on independent projects, product design, and commercial visual effects. From fast lighting and look development to a host of unique features, RenderMan's new RIS technology can deliver any creative vision for productions large and small. Now that RenderMan is free for non-commercial use, there's never been a better time to see what RenderMan is all about. -Dylan Sisson, Technical Artist, Pixar Animation Studios	Main Hall, Level 1 Conference Center