

Programming with OpenGL: Advanced Rendering

Organizer:

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Silicon Graphics

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Abstract

This course moves beyond the straightforward images generated by the novice, demonstrating the more sophisticated and novel techniques possible using the OpenGL library.

By explaining the concepts and demonstrating the techniques required to generate images of greater realism and utility, the course provides deeper insights into OpenGL functionality and computer graphics concepts.

Speakers

David Blythe

David Blythe is a Principal Engineer with the Advanced Systems Division at Silicon Graphics. David joined SGI in 1991 to assist Silicon Graphics in the development of the RealityEngine. He has contributed extensively to implementations of the OpenGL graphics library and OpenGL extension specifications. Prior to joining SGI, David was a visualization scientist at the Ontario Centre for Large Scale Computation.

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Tom McReynolds

Tom McReynolds is a software engineer in the IRIS Performer group at Silicon Graphics. Prior to Performer, Tom worked in the OpenGL group, where he implemented OpenGL extensions and did OpenGL performance work. Prior to SGI, he worked at Sun Microsystems, where he developed graphics hardware support software and graphics libraries, including XGL.

He is also an adjunct professor at Santa Clara University, where he teaches courses in computer graphics using the OpenGL library.

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