

Title: Approaches for Procedural Shading on Graphics Hardware

Course 27

Schedule:

Introduction

8:30 Welcome - Olano

8:35 The vision of real-time shading - Mark

Fully programmable hardware

9:15 PixelFlow - Olano

10:00 Break

Proposals for future hardware

10:15 Parameterized solid texturing - Hart

11:00 Texture shaders - McCool

11:45 RenderMan on extended OpenGL - Olano

12:00 Lunch

1:30 RenderMan on extended OpenGL (continued) - Olano

Shading algorithms for current hardware

1:50 Uses of environment maps - Heidrich

2:35 Solid map - Hart

3:00 Break

3:15 Solid map (continued) - Hart

Procedural shading on current hardware

3:35 Stanford real-time programmable shading - Proudfoot

4:20 SGI interactive shading language - Olano

4:40 Panel Q&A - All