

The logo for the GPU Technology Conference is located in the top-left corner. It consists of a green rectangular box with a small triangle pointing downwards on its left side. Inside the box, the word "GPU" is written in a large, bold, white sans-serif font, and the words "TECHNOLOGY CONFERENCE" are written in a smaller, white sans-serif font to its right.

GPU TECHNOLOGY
CONFERENCE

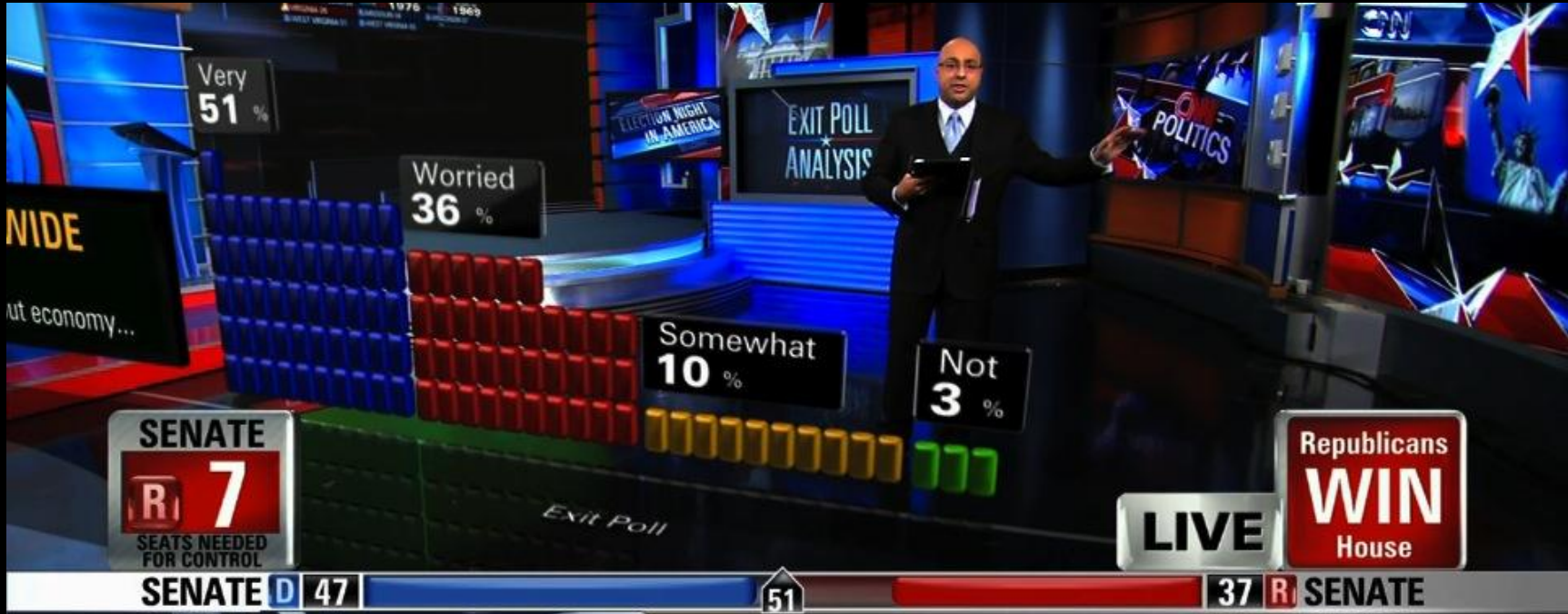
The background of the slide is a close-up, top-down view of a GPU circuit board. The board is dark, and the intricate patterns of copper traces and components are highlighted with vibrant, multi-colored lights in shades of blue, green, yellow, orange, and red, creating a complex, grid-like pattern.

GPU-Based Video Processing Round Table

S0601

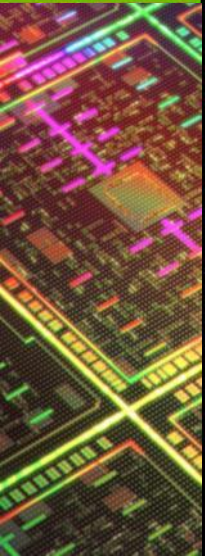
Broadcast Video

- Virtual Sets & Augmented Reality



Quadro DVP -> GPUDirect for Video

- Quadro DVP product capabilities are transitioning to 3rd party I/O board vendors
 - Existing input and output board will stay with the same features though the next GPU generation
- 3rd party I/O board vendors like AJA, Bluefish444, Blakcmagic Design, Delta-Cast, DVS, Matrox all have API's which support GPUDirect for Video

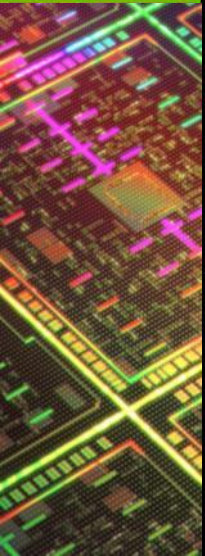


Digital Cameras



Digital Camera Implications

- RAW based workflows open creative options, but...
 - Either need to render as a first step or use a GPU to render in the workflow
- DSLR cameras
 - Inexpensive, easy, approachable
 - De-Noiseing is required
- Texturing is needed to make the digital captures look like film

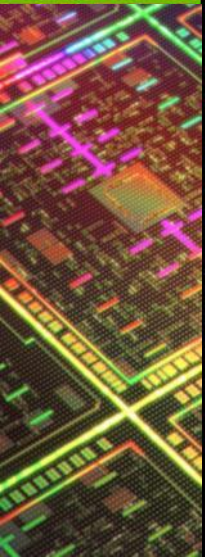


4K - Giving You More Detail



24Hz in Cinema

- Digital Projection is opening the doors to break 24Hz in cinema
- *The Hobbit* will be shot and distributed in 48Hz
- Other research projects looking at higher framerate



A Few Others

- Computer Vision
 - OpenCV has GPU acceleration
 - GPUDirect for Video Provides a Low Latency inject path
- GPUDirect for Video
 - SDK for 3rd party board vendors to transfer data into and out of the GPU with very low latency
- GPU Based H.264 Encoding and Decoding

