



Advanced Graphics Workshop – GFX2012 May 26th, 2012

Venue:

Seven Hotel #39/5, Outer Ring Road, Between KR Puram & Marathalli, (Opposite Total Mall)
Bangalore – 560037
[Web - <http://www.sevenhotel.com>] Phone - 080 42627777

May 26th, 2012 - Agenda:

8.30 AM	
	Registration and Introduction, Equipment setup
9.00 AM	
	Introduction to Graphics, OpenGL ES2 standard evolution, and Hardware
	Coffee Break
9.45 AM	
	Introduction to the OpenGL/ES Rendering pipeline, and algorithms
	Detailed walkthrough of the OpenGL ES2.0 spec and APIs – Part 1
1.00 PM	
	Lunch
2.00 PM	
	Detailed walkthrough of the OpenGL ES2.0 spec and APIs – Part 2
	- Break -
	Framework and platform integration - EGL, Android (SurfaceFlinger)
	Tools for performance benchmarking, and Graphics Development
	Q&A, Certificate presentation to participants – Networking

Hands-on session

Hands-on session will cover GL initialization, interfaces to GPU for transferring vertices, textures and state information, positioning objects on the screen, shaders, rendering on screen, rendering to off-screen surfaces, and performance measurement.

Requirement for hands-on session

- Labs will be conducted using a specially designed online framework, and participants are required to login, and get familiar with the content available at the website:

<http://www.gpupowered.org>

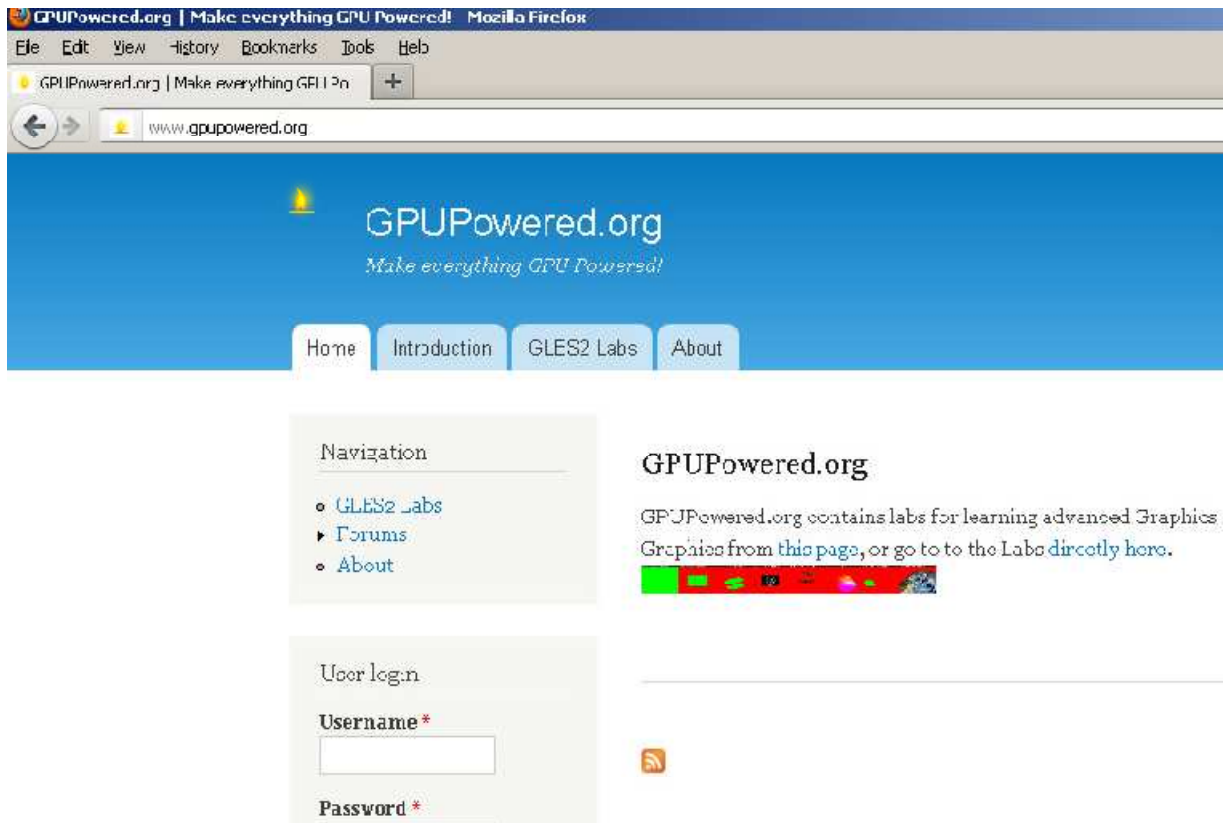
- Participants are required to bring laptops that are setup using above website. Wireless access will be provided at the venue for accessing the labs. Further information on setup is provided in the next page.



Setup information for the hands-on sessions

1. Ensure the computer/laptop is connected to the internet.
2. Using a browser (Firefox 11+ or Chrome – IE/Opera/FF10 are not supported), go to the website <http://www.gpupowered.org>

Create an account using the “create a new account” link in the login-screen as below. Please use the same email-ID used during pre-registration, to ease verification needs.



3. Read the introductory page on Graphics <http://www.gpupowered.org/node/3>
4. Start the lab setup by clicking on the “GLES2 Labs” section <http://www.gpupowered.org/node/4>
5. The GL setup test should pass on the browser. This is mandatory.

If registrants face an issue in the setup, please report to prabindh@gpupowered.org