
**BY JAMES REINDERS »**

Several authors from DreamWorks Animation, Pixar, Side Effects, AMD, and Intel got together to write a book based on the SIGGRAPH 2013 course, *Multithreading in Visual Effects*. The material in the book is greatly expanded and updated from the course material and includes an additional chapter on OpenSubdiv, authored by Manuel Kraemer of Pixar. Ron Henderson received a Technical Achievement Award earlier this year (Feb 2014) for the development of the FLUX gas simulation system (Chapter 5 in our book).

**Chapter and Author List**

- Multithreading Introduction and Overview  
  *James Reinders*, Intel Corporation
- Houdini: Multithreading Existing Software  
  *Jeff Lait*, Side Effects Software, Inc.
- The Presto Execution System: Designing for Multithreading  
  *George ElKoura*, Pixar Animation Studios
- LibEE: Parallel Evaluation of Character Rigs  
  *Martin Watt*, DreamWorks Animation
- Fluids: Simulation on the CPU  
  *Ron Henderson*, DreamWorks Animation
- Bullet Physics: Simulation with OpenCL™  
  *Erwin Coumans*, Advanced Micro Devices, Inc.
- OpenSubdiv: Interoperating GPU Compute and Drawing  
  *Manuel Kraemer*, Pixar

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