

BLOG HIGHLIGHTS

New book: *Multithreading for Visual Effects*

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



MULTITHREADING FOR VISUAL EFFECTS

Martin Watt • Erwin Coumans • George ElKoura • Ronald Henderson
Manuel Kraemer • Jeff Lait • James Reinders



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