

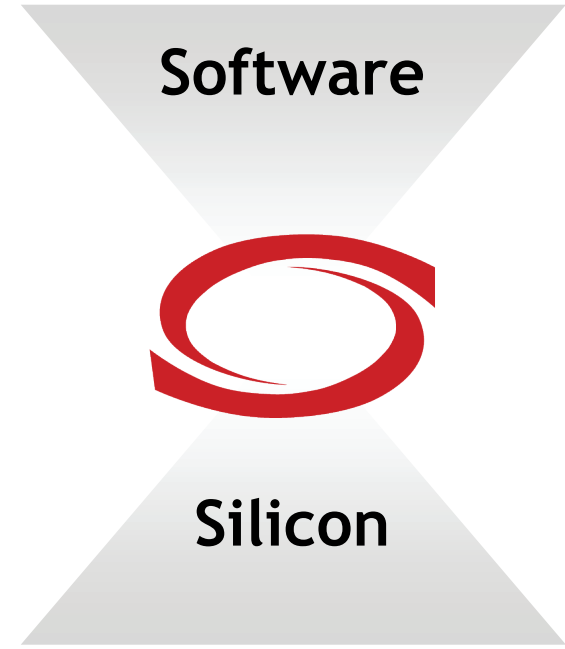


Khronos and Panel Session

January 2017, Vancouver

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Connecting Software to Silicon



PROMOTER MEMBERS

KHRONOS GROUP
Over 100 members worldwide
Any company is welcome to join

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Khronos is an Industry Consortium of over 100 companies
We create royalty-free, **open standard APIs** for hardware acceleration of
Graphics, Parallel Compute, Neural Networks and Vision

Khronos Standards Ecosystem

3D for the Web

- Real-time apps and games in-browser
- Efficiently delivering runtime 3D assets

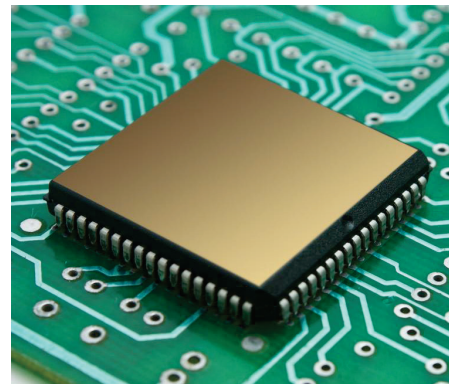


Real-time 2D/3D

- Cross-platform gaming and UI
 - VR and AR Displays
- CAD and Product Design
 - Safety-critical displays

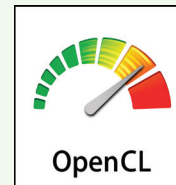


'VR Initiative'



VR, Vision, Neural Networks

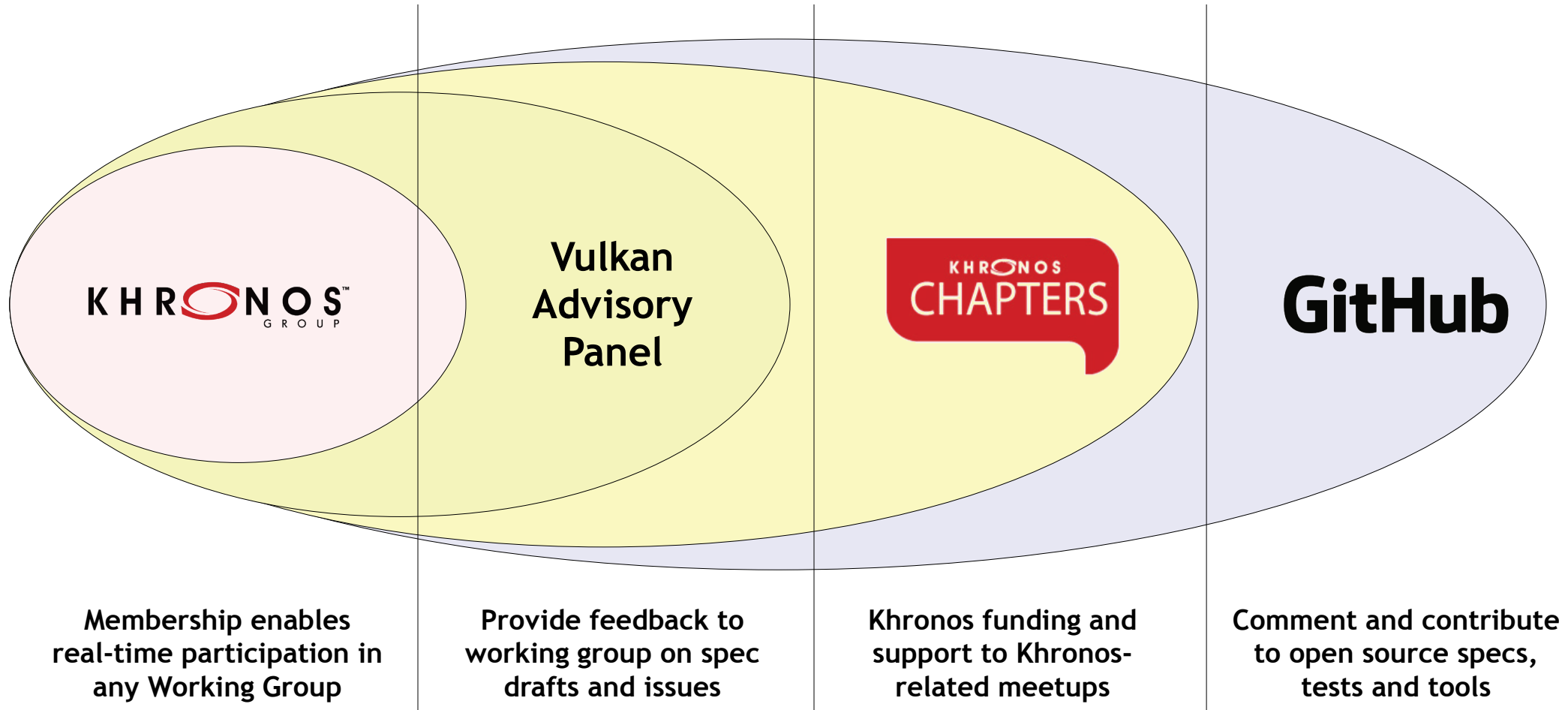
- VR system portability
- Tracking and odometry
- Scene analysis/understanding
- Neural Network inferencing



Parallel Computation

- Machine Learning acceleration
- Embedded vision processing
- High Performance Computing (HPC)

Please Get Involved!



GDC 2017

Khronos Activities:
Feb 26 - March 3



GDC 2017

Sunday 26-Feb	Monday 27-Feb	Tuesday 28-Feb	Wednesday 1-Mar	Thursday 2-Mar	Friday 3-Mar
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Vulkan Adv. Panel
Galvanize
1- 5pm

Developer Day
Room # 3022
(West Hall)
10-6pm

WebGL Meet up
Galvanize
6:30- 9:30 pm

VRDC Table Room #3022, table TT06 10am- 6pm	VRDC Table 10am- 6pm	GDC Expo 10am- 6pm	GDC Expo Booth #2419 south hall 10am-6pm	GDC Expo 10am-3pm
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<https://www.khronos.org/news/events/gdc-2017>

Panel Session!

- Any and all questions welcome!

K H R O N O STM
G R O U P