

**GPU Technology Conference, May 14-17, 2012**  
**McEnergy Convention Center, San Jose, California**  
[www.gputechconf.com](http://www.gputechconf.com)

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**Sessions on GPU Accelerated Internet (subject to change)**

*IMPORTANT: Visit <http://www.gputechconf.com/page/sessions.html> for the most up-to-date schedule.*

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**S0024 - GPU-Accelerated Path Rendering**

**Mark Kilgard (NVIDIA)**

**Day:** Tuesday, 05/15 | **Time:** 2:00 pm - 2:50 pm

**Topic Areas:** Computer Graphics; GPU Accelerated Internet; Digital Content Creation & Film; Visualization

**Session Level:** Beginner

Standards such as Scalable Vector Graphics (SVG), PostScript, TrueType outline fonts, and immersive web content such as Flash depend on a resolution-independent 2D rendering paradigm that GPUs have not traditionally accelerated. This tutorial explains a new opportunity to greatly accelerate vector graphics, path rendering, and immersive web standards using the GPU. By attending, you will learn how to write OpenGL applications that accelerate the full range of path rendering functionality. Not only will you learn how to render sophisticated 2D graphics with OpenGL, you will learn to mix such resolution-independent 2D rendering with 3D rendering and do so at dynamic, real-time rates.