The Pro-VR Challenge - A Technical Deep Dive into NVIDIA's VR Technologies

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Abstract

NVIDIA VRWorks is a comprehensive suite of technology geared towards helping application and headset developers to create amazing virtual reality experiences. This talk will introduce some of VRWorks' components, explain the functionality and dive a bit deeper into the technical aspects behind these features.

Bio

Robert Menzel is a developer technology engineer in NVIDIA's Professional Solutions Group, where he works on various topics involving virtual reality in the context of professional graphics. He has worked for Fraunhofer FIT’s collaborative virtual and augmented environments team as well as for the Computer Graphics Group at the RWTH Aachen University, Germany.