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Subject: Re: VFX Beurs

Posted by [Omar007](#) on Wed, 21 Oct 2009 22:53:33 GMT

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Went today and it was pretty awesome ^^

Guerilla Gaming talked about there workflow, problems they came across, solved these and also demonstrated the evolvement of Killzone 1 to 2

Also NVIDIA gave a presentation on the new techniques for rendering (on the GPU instead of on the CPU, which saves them alot of time and a whole server farm less needed)

Further more i went to the presentations of 3DSMax and Maya (2010 versions) and their beginner introductions.

Gave me pritty good info so i can try some modeling stuff beside my programming for some change ^^

(they adviced me 3DSMax as beginner, and for the W3D engine plugin that runs on 8 )

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