



## Report on GFX 2013 – Advanced Graphics Workshop, May 25, 2013

IEEE Consumer Electronics Society, Bangalore Chapter

### **Background**

The Advanced Graphics Workshop was conceptualized by the IEEE Consumer Electronics Society, Bangalore chapter in 2011, as a result of discussions with key partner companies working in the field of Consumer Electronics in Bangalore. OpenGL, Graphics, and Consumer Electronics are becoming closely linked, with the emergence of integration of high quality graphics into mobile devices like the iPhone/ iPad and the myriad Android tablets in the CE market. The most important feedback was to provide a hands-on experience to participants rather than just theory, thus a great emphasis on setting up a scalable lab experience was required. The first workshop was held in Dec 2011, the second workshop in May 2012, and the previous reports are linked below:

1. [http://ewh.ieee.org/r10/Bangalore/ces/CE\\_Bangalore\\_Report\\_GFX2011.pdf](http://ewh.ieee.org/r10/Bangalore/ces/CE_Bangalore_Report_GFX2011.pdf)
2. [http://ewh.ieee.org/r10/bangalore/ces/ieee\\_ce\\_gfx2012\\_report\\_v1.pdf](http://ewh.ieee.org/r10/bangalore/ces/ieee_ce_gfx2012_report_v1.pdf)

This report summarises the Third workshop in this series, GFX 2013.

### **Workshop summary**

The entire event was coordinated with the IEEE via online setups. All event information, pre-registration, and feedback forms, were available to participants at the below link.

<http://ewh.ieee.org/r10/bangalore/ces/gfx2013.html>

The workshop was conducted on May 25, 2013, at Hotel Spree.

The agenda of the event is available in the below web page:

[http://ewh.ieee.org/r10/bangalore/ces/gfx2013\\_update1.pdf](http://ewh.ieee.org/r10/bangalore/ces/gfx2013_update1.pdf)

### **Labs and Workshop**

The lab setup for the workshop was done in a completely online, scalable way – by using the facilities at <http://www.gpupowered.org>

The workshop covered Graphics theory and implementations, and specification aspects, apart from hands-on labs which were implemented in the online labs, by all the participants. The participants were able to immediately appreciate the API implementation, the parameters, and the syntax of the various APIs, by actually implementing and debugging various problems. Overall 7 labs (L1-L7) were implemented, debugged and completed by the participants, and more than 8 pre-built labs were referred to. The workshop was coordinated and conducted by Prabindh Sundareson, IEEE CE Chapter.



## **Photos**

A photo stream of the event is available online at,  
<http://www.flickr.com/photos/71344617@N02/sets/72157633684239410>

## **Feedback From Participants**

More than 90% of the participants rated the session as Good. Selected feedback from 2012 below:

What excited you today in this workshop ? / What could have been better / Feedback

- “Hands-on work, very good instructor”
- “render to texture”
- “The basic fundamentals that were explained with much jargon”
- “The depth and knowledge of the presenter”
- “i had no idea about graphics and this session made me understand many things and understand the things that happen in field of graphics”
- “Should be of 2 days. Difficult to digest all terminology altogether”

## **Summary:**

Overall, the second Advanced Graphics Workshop was successfully held, and a lot of insight has been generated into the requirements of the CE technical community. Thanks to the IEEE CE chapter execom, the IEEE execom, and Sudeendra (Chairman, CE Chapter) and Arun Naik (Treasurer, CE Chapter) for spending significant time on this and supporting this activity. Thanks to Kaushik and Jagadeesh – students from Oxford College of Engineering, who attended the workshop at short notice.

- Prabindh Sundareson, on behalf of the IEEE CE Bangalore Chapter, Coordinator, GFX2013