



## Rendering in 2020: Looking ahead 5 years...

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- 'GPU FTW'\* – better and better rays/Watt on client + server (\*until RT ASIC?)

# Light Field Rendering and Streaming for VR & AR

Jules Urbach, OTOY





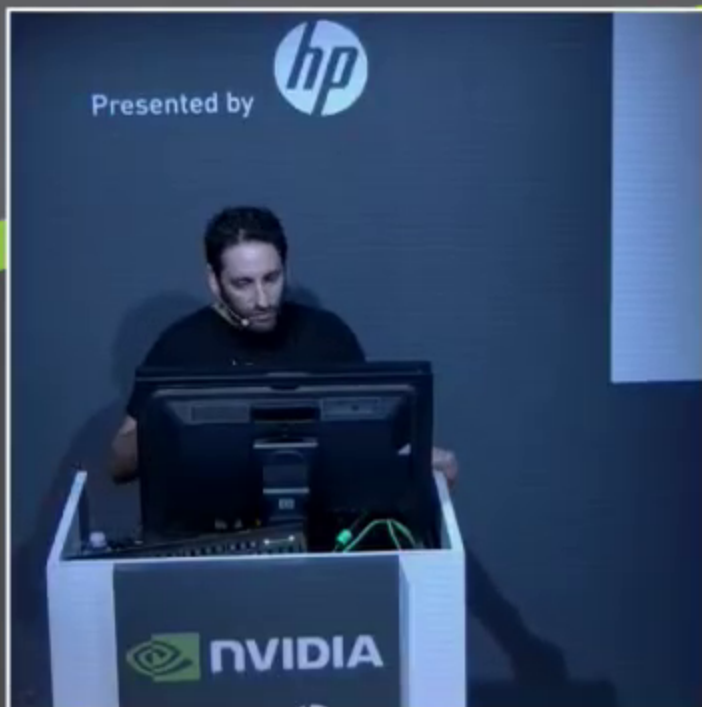
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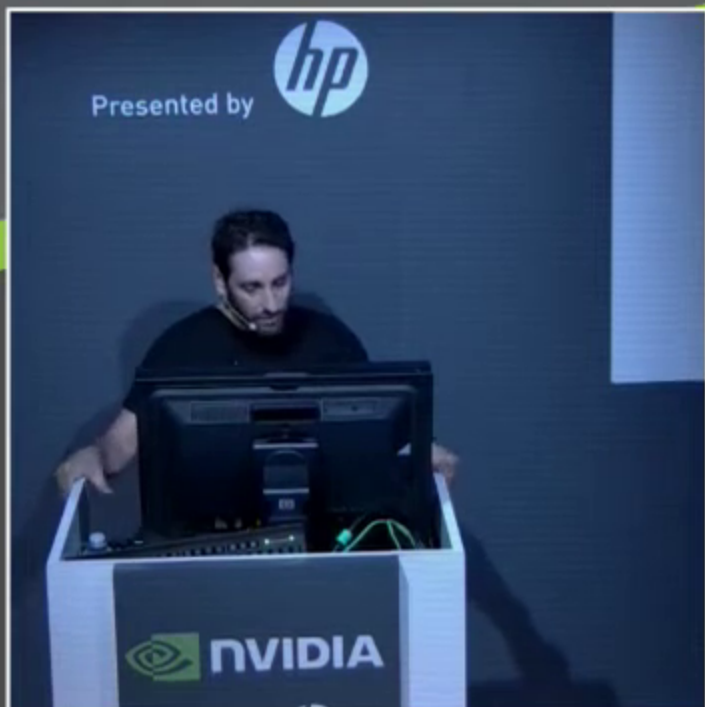
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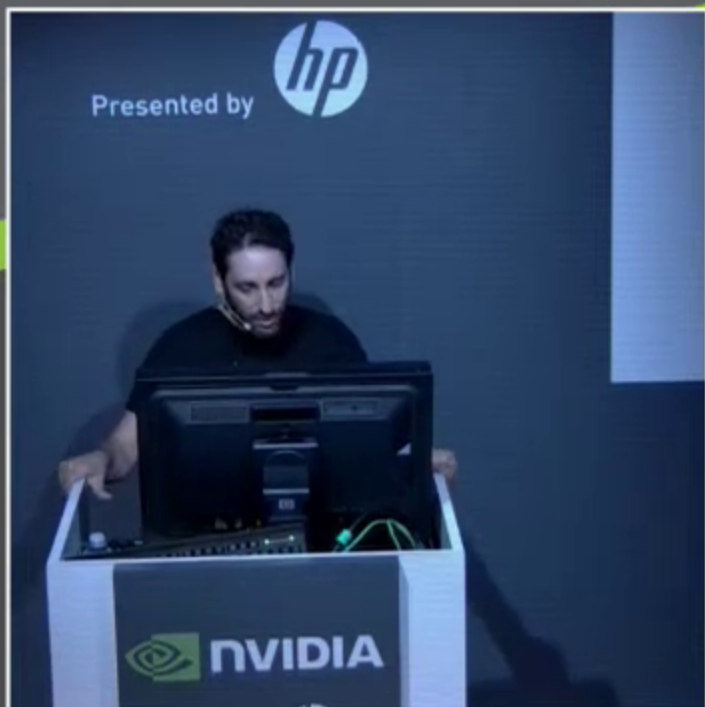
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