# Luma: A Progressive, Physically Based Renderer, in WebGL

Nicholas Brancaccio, Floored
Guest Lecture in Computer Graphics at the University of Pennsylvania
Monday, December 1st, 2014, 6pm, Moore 212

This talk will introduce the technology behind Floored's realtime architectural visualizations, and go on to cover the unique cocktail of solutions necessary to deliver contemporary rendering techniques in a web browser environment.
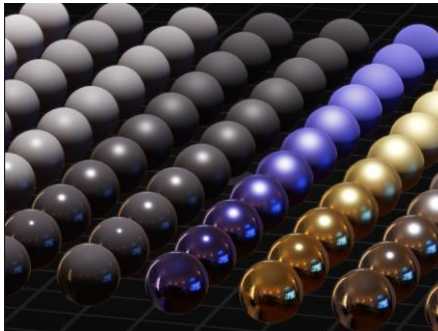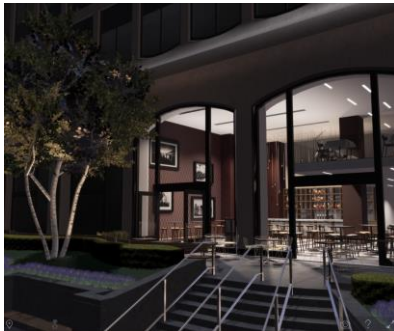
Nicholas Brancaccio

Nick (BFA, Printmaking) spent his previous life getting poisoned by antique photographic chemistry, and arguing that video games are art. One fateful day, while dehydrated in the perilous jungles of New Hampshire, he came across an outcropping. "Water!" he exclaimed. Making haste, he dived in. But this wasn't water at all - it was an ocean of hungry triangles. Before he knew it, he was fully consumed. Some time later, he was spotted on the alabaster dunes of New York City, mumbling a single phrase: "**Draw teapots**." And so he did. He is currently the lead graphics engineer at Floored, Inc, responsible for the core rendering technologies in their in-house engine: Luma.

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