
Subject: VFX Beurs

Posted by [Omar007](#) on Mon, 19 Oct 2009 21:51:59 GMT

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I was wondering if there is anyone here who lives in Holland (amsterdam).

This year there is a so called 'VFX Beurs' again (next wednesday 21-oct-2009) and if there are dutchies here: Is one of you going too??

I'm definitely going so if there are some of you here that also go maybe we see/meet eachother

PS. I typed english so the not dutchies can also read it, although that's pretty useless unless they want to travel to amsterdam for a day

Subject: Re: VFX Beurs

Posted by [EvilWhiteDragon](#) on Tue, 20 Oct 2009 06:59:54 GMT

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Hmm, I'm not really into designing so I see no real purpose for me there. It would be cool however to have a meet with all dutchies once. I think there are quite a lot of dutchies on this forum

Subject: Re: VFX Beurs

Posted by [DutchNeon](#) on Tue, 20 Oct 2009 10:40:33 GMT

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Too bad Got College till 17:30, and even if I wouldn't go to College, I would visit my grandparents in Friesland (Sneek) with my mom

Subject: Re: VFX Beurs

Posted by [Omar007](#) on Tue, 20 Oct 2009 11:10:36 GMT

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I went last year and you meet all kinds of people.
Even publishers for game magazines

And it's just really interesting to see it all even if you aren't really going into design itself
This year Guerilla Gaming should be there ^^ (makers of Killzone)

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 evolvment 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)
