



Boston Siggraph Summit to Launch Media Grid Technology Working Groups

BOSTON, MA - July 21, 2006 – On July 30th the Grid Institute will officially launch a series of Media Grid Technology Working Groups (TWGs) during [Boston's Siggraph Summit](#), an invitation-only event hosted and sponsored by the Grid Institute, the Woods College of Advancing Studies at Boston College, and the City of Boston.

Date and Time: July 30th, 2006 from 9am to 3pm EST

Location: [City Hall](#), Boston MA (Curley Room and Iannella Chamber, 5th floor)

The theme of the all-day summit is "The Intersection of Digital Media and Supercomputing." The Summit will feature presentations by leading researchers, inventors, and pioneers in the fields of interactive digital media and high-performance computing. Next-generation technologies that influence international Media Grid standards, such as high-definition 3D cinema, real-time 3D for the World Wide Web, virtual reality, telepresence, on-demand supercomputing, and artificial intelligence for games will be presented at the Summit by the guest speakers, including:

- **Jeff Kleiser, Synthespian Studios** : Computer animation and Hollywood special effects pioneer
- **Tony Parisi, Media Machines** : Real-time 3D and New Media pioneer and inventor of 3D for the Web
- **Dan Hushon, Sun Microsystems** : Sun Grid technical leader and award-winning technologist
- **Paul Dupuis, Vertex Pharmaceuticals** : Head of IT and Grid Computing for biotech drug discovery
- **Dr. Michael Cohen, Japan's University of Aizu** : Spatial Media Group, Computer Arts Lab
- **Ian Lamont, Computerworld** : Senior Online Projects Editor for ComputerWorld.com
- **Jeff Orkin, M.I.T. Media Lab** : Pioneer in Artificial Intelligence (AI) for computer games
- **Konstantin Voin, Turner Broadcasting** : Senior Software Engineer
- **Paul Kamp, Grid Institute** : Grid Computing business model concept designer

Following a series of thought-provoking presentations, Summit attendees will finalize and ratify charters for a number of [Media Grid TWGs](#), including:

- **Media Delivery Technology Group (MDTG)**
- **Media Storage Technology Group (MSTG)**
- **Media Processing Technology Group (MPTG)**
- **Gaming Technology Group (GTG)**
- **Rendering Technology Group (RTG)**
- **Virtual Reality Technology Group (VRTG)**
- **Quality of Service Technology Group (QOSTG)**

The Media Grid is a public utility for digital media. Based on new and emerging distributed computational grid technologies, the Media Grid builds upon existing Internet and Web standards to create a unique network optimized for digital media delivery, storage, and processing. The Media Grid is an open and extensible platform that enables a wide range of applications not possible with the traditional Internet alone, including: Massive Media on Demand (MMoD); Interactive digital cinema on demand; Immersive education and distance learning; Truly immersive multiplayer games and Virtual Reality (VR); Hollywood movie and film rendering, special effects, and composition; Real-time rendering of high resolution graphics; Real-time visualization of complex weather patterns; Real-time protein modeling and drug design; Telepresence, telemedicine, and telesurgery; Vehicle and aircraft design and simulation; Visualization of scientific and medical data.

The Grid Institute leads the design and development of the global Media Grid through the [MediaGrid.org](#) open standards organization in collaboration with industry, academia, and governments from around the world.