OPEN RESEARCH CONTENT ARCHIVE (ORCA)

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What is ORCA?

Goal: Greatly increase quality of 3D assets available to graphics research community

Launched in 2017

Created "By Researchers, for Researchers" (NVIDIA Research)

Why ORCA?

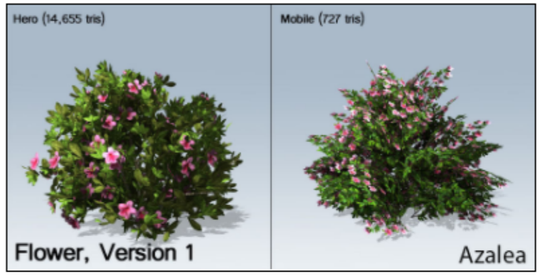
- Guide research
  - Simple content leads researchers to create limited inventions that fall short when applied to real-world content.
  - Freely available high-quality 3D content helps researchers define important problems and create more robust solutions that can have higher/sooner impact to industry.
- Ca. 2016 graphics research assets
  - Cornell box
  - Sponza
  - San Miguel
  - No animations, no characters, no outdoor worlds, small scenes, …

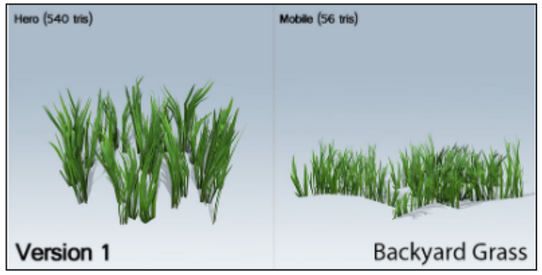
NVIDIA.

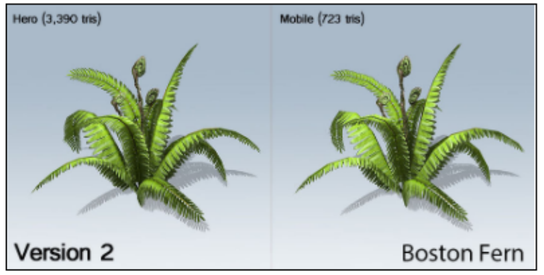
ORCA DONATIONS

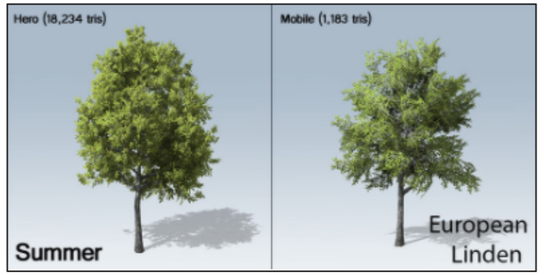
Amazon Bistro

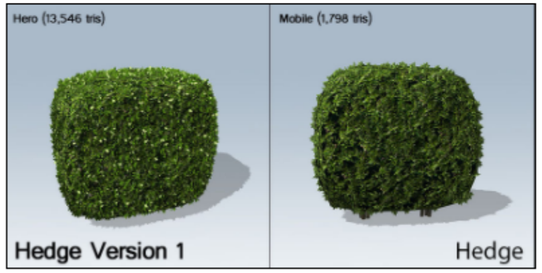
SpeedTree

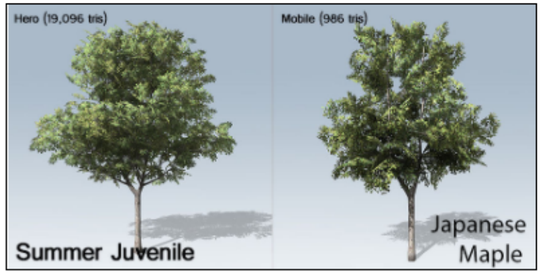


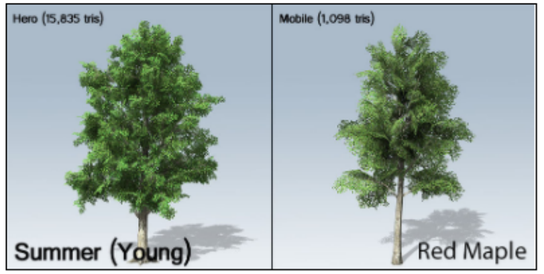












Images courtesy of SpeedTree

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Donor:

ZeroDay by Beeple (Mike Winkelmann)

Epic Paragon Game Level

Epic Sun Temple

NVIDIA Research (Tileable City Blocks)