

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
16 October 2003 (16.10.2003)

PCT

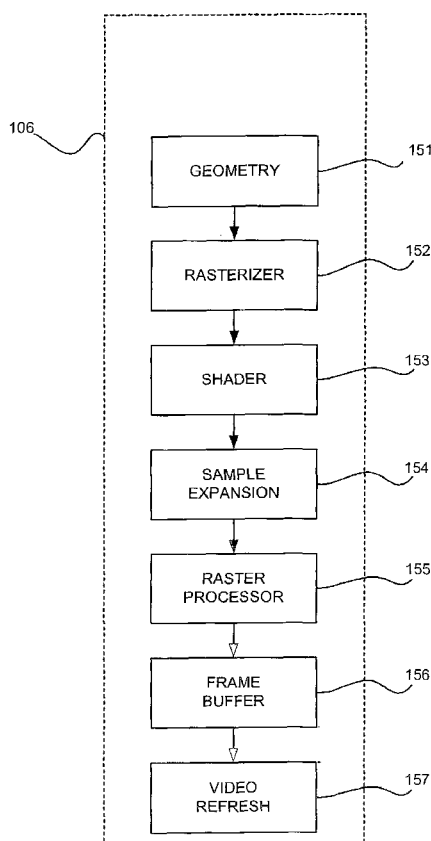
(10) International Publication Number
WO 03/085600 A1

- (51) International Patent Classification⁷: **G06T 15/00**, 11/40, 15/50
- (74) Agent: **ZILKA, Kevin, J.**; Silicon Valley IP Group, P.O. Box 721120, San Jose, CA 95172-1120 (US).
- (21) International Application Number: PCT/US02/13571
- (22) International Filing Date: 30 April 2002 (30.04.2002)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:
10/102,989 20 March 2002 (20.03.2002) US
- (71) Applicant: **NVIDIA CORPORATION** [US/US]; 2701 San Tomas Expressway, Santa Clara, CA 95050 (US).
- (72) Inventors: **DIETRICH, Douglas, Sim, Jr.**; 214 Howes Drive, Los Gatos, CA 95032 (US). **REGE, Ashutosh, G.**; 106 Madera Avenue, San Carlos, CA 94020 (US). **MAUGHAN, Christopher, T.**; 2 St. Mary's, Bootham, York, Yorkshire YO30 7DD (GB).
- (81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZM, ZW.
- (84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).
- Published:**
— with international search report

[Continued on next page]

(54) Title: SYSTEM, METHOD AND COMPUTER PROGRAM PRODUCT FOR GENERATING A SHADER PROGRAM

(57) Abstract: A method and computer program product (202) are provided for generating (Fig. 1A-1) a shader program (160). Initially, a file (202) associated with a graphics effect is selected. Such file (202) is then read and processed. A shader program (160) is subsequently generated based on the processing of the file to apply the graphics effect to an object.



WO 03/085600 A1



— *with amended claims*

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.