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He currently works on OpenGL and other graphics libraries for PC and consumer platforms. Prior to joining 3Dfx, Simon worked on IRIS Performer, a realtime graphics toolkit, in the Advanced Systems Division at Silicon Graphics. He has also worked on OpenGL implementations for the RealityEngine and InfiniteReality.

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David Blythe David Blythe is a Principal Engineer with the Advanced Graphics Software group at SGI. David joined SGI in 1991 and has contributed to the development of RealityEngine and InfiniteReality graphics. He has worked extensively on implementations of the OpenGL graphics library and OpenGL extension specifications.

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