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Intel® AI Interplanetary Challenge: Super Explorer Mission

Create the winning idea in the Super Explorer Mission of the Intel® AI Interplanetary Challenge for an all-expenses paid trip to have lunch with Bill Nye and Robert Picardo. Develop an innovative solution using Intel® AI technology.

Get Started

ARTIFICIAL INTELLIGENCE (AI)

Use Classification to Predict Liver Disease

Explore implementation of the Indian Liver Patient Dataset classification using the Intel® Distribution for Python* on Intel® Xeon® Scalable processors to predict if a person has liver disease.

Real-Time AI Optimized for Performance, Power and Cost

The Intel® FPGA Deep Learning Acceleration Suite accelerates inference workloads -- optimizing performance, power and cost as a part of the Intel® OpenVINO™ toolkit for AI solutions.

Read this Learn more
INTERNET OF THINGS (IOT)

Relive the Best of Intel's Global IoT DevFest III
Access on-demand presentations from Intel's virtual IoT conference which featured keynotes by industry thought leaders, 75 sessions and deep dive trainings, a 10-product virtual showcase and more.

Introducing: TANK AIoT Developer Kit
Pre-configured with Intel's latest SDKs, sample code and more, the TANK AIoT Dev Kit by iEi helps developers immediately start creating powerful AI and computer vision solutions.

VIRTUAL REALITY (VR)

Character Modeling Essentials
Character modeling is the process of creating a character within the 3D space of computer programs. Learn to design with intent, make a design process and create your model.

WebVR | An Introduction
This weekly mini-series details how to bring your VR experience to the web! Dive into the details, and learn to create a great experience.

DATA CENTER
Persistent Memory Developer Kit: Long-Term Strategy

Learn about Intel's long-term vision for Persistent Memory Developer Kit (PMDK) and why app developers can feel confident building their apps on PMDK.

Test Open vSwitch* Performance With TRex

Configure a dual or multi-socket system to run Open vSwitch*, and measure its performance on a single system using the TRex realistic traffic generator.

Panacoda Tutorial: Create a Persistent Memory Version of the Game Snake

Panacoda is a persistent memory version of the classic game Snake. Walk through sample code demonstrating persistent memory pools, pointers and transactions.

GAME DEV

Boost Visuals with Particle Parameters

Particle parameters are a powerful system built into the Unreal Engine* 4. This tutorial creates such a system and demonstrates using it to boost visual fidelity.

Introduction to Vulkan* Part 7: Descriptor Sets and Buffers

Use buffers as a source of uniform data, preparing a projection matrix and copying it to a uniform buffer.

TOOLS AND TECHNOLOGY
**Kits To Accelerate Your Computer Vision Deployments**

Demand for intelligent vision solutions is growing rapidly. Two new developer kits are expediting the path to production and enabling scalable designs to jump-start smart vision deployments.

Learn more

**Get Your Game On**

Analyze hotspots, capture multiple back-to-back frames, isolate performance bottlenecks — and take your game over the top with Intel® Graphics Performance Analyzers.

Get started

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**EVENTS**

**SIGGRAPH 2018**

August 12 - 16, 2018
Vancouver, BC

Check it out

**Intel Technical Training at The AI Conference**

September 4 - 5, 2018
San Francisco, California

Use Code Intel20 to Save

**Strata Data Conference**

Sep 11 – 13, 2018
New York City, New York

Learn more

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