
PRESS RELEASE

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SKY ENGINE invited by NVIDIA to lead the workshops at GPU Technology Conference in Silicon Valley, US in March 2020

Sky Engine has been invited second year in a row to set up the Deep Learning Workshops providing Instructor-Led Training at the GPU Technology Conference (GTC), taking place March 22-26, 2020 at the San Jose McEnery Convention Center in San Jose, California.

Sky Engine will provide 2 hours long training session “Raytracing for Deep Neural Networks training” including basics of generative 3D scene preparation for AI-driven computer vision training in virtual reality with procedural geometry, lighting and texturing, as well as creation of auto-balanced rendering data sources ready for deep learning. Everything available during hands-on session performed by Sky Engine’s experts. Sky Engine AI was leading the Workshops also during Nvidia’s GTC 2019 having a full house of 150 people.

Sky Engine will showcase full-stack evolutionary artificial intelligence (AI) engine providing automatic data generation and deep learning pipeline for computer vision applications. Sky Engine can generate data using proprietary, dedicated rendering system where images come already labeled being ready for the deep learning. Rendering system is tightly coupled with the deep learning pipeline to ensure the evolution of Sky Engine - during the training Sky Engine can spot ambiguous situations that deteriorate the accuracy of the AI model and asks renderer to provide more imagery data to reflect problematic situations that the deep learning could improve. Also, Sky Engine improves with every conducted experiment.

Sky Engine is planned to be available on the market around mid 2020 in a Software-as-a-Service (SaaS) model with the pricing strategy based on the value it will bring to the customers in their applications of computer vision.

Sky Engine combines a ray tracing rendering system that is directly integrated with the AI framework and designed to render images for training machine/computer vision AI in virtual environments. Sky Engine generates training data using virtual computer generated imagery (CGI) scenes. By automatically changing parameters like camera position, object size and location, material properties and lighting in the CGI scene, Sky Engine can generate a massive number of already annotated images for AI computer vision training ensuring high accuracy of the inference.

For further information, please contact:

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About Sky Engine

Sky Engine is an advanced data science technology and research company that develops innovative software solutions to improve computer vision. The company markets the Sky Engine deep learning platform, which is the next-generation of self-learning AI system for image and video analysis applications. The company was founded as a research and scientific spin-off in UK.

About Sky Engine Platform

The Sky Engine evolutionary deep learning and ray tracing platform is designed to overcome the complex object recognition challenges of modern machine/computer vision. It represents the future of self-learning in artificial intelligence technology, supporting efficient and cost effective workflows. Many image recognition tasks require acquisition of large amounts of data and manual data labelling. Sky Engine is designed to replace that. Sky Engine efficiently drives self-learning processes and offers advanced features for object discrimination, workflow automation and adaptive deep learning. Sky Engine is designed for tomorrow's requirements in advanced analytics and decision support enabling AI business transformation.

About Sky Engine client solutions

Sky Engine creates flexible and innovative AI vision solutions tailored to customer needs and supports a wide range of industries, providing systems for a variety of data science needs, ensuring business partners get greater value from existing equipment.

More information about Sky Engine is available at www.SkyEngine.AI



SKY ENGINE

ADVANCING ARTIFICIAL INTELLIGENCE