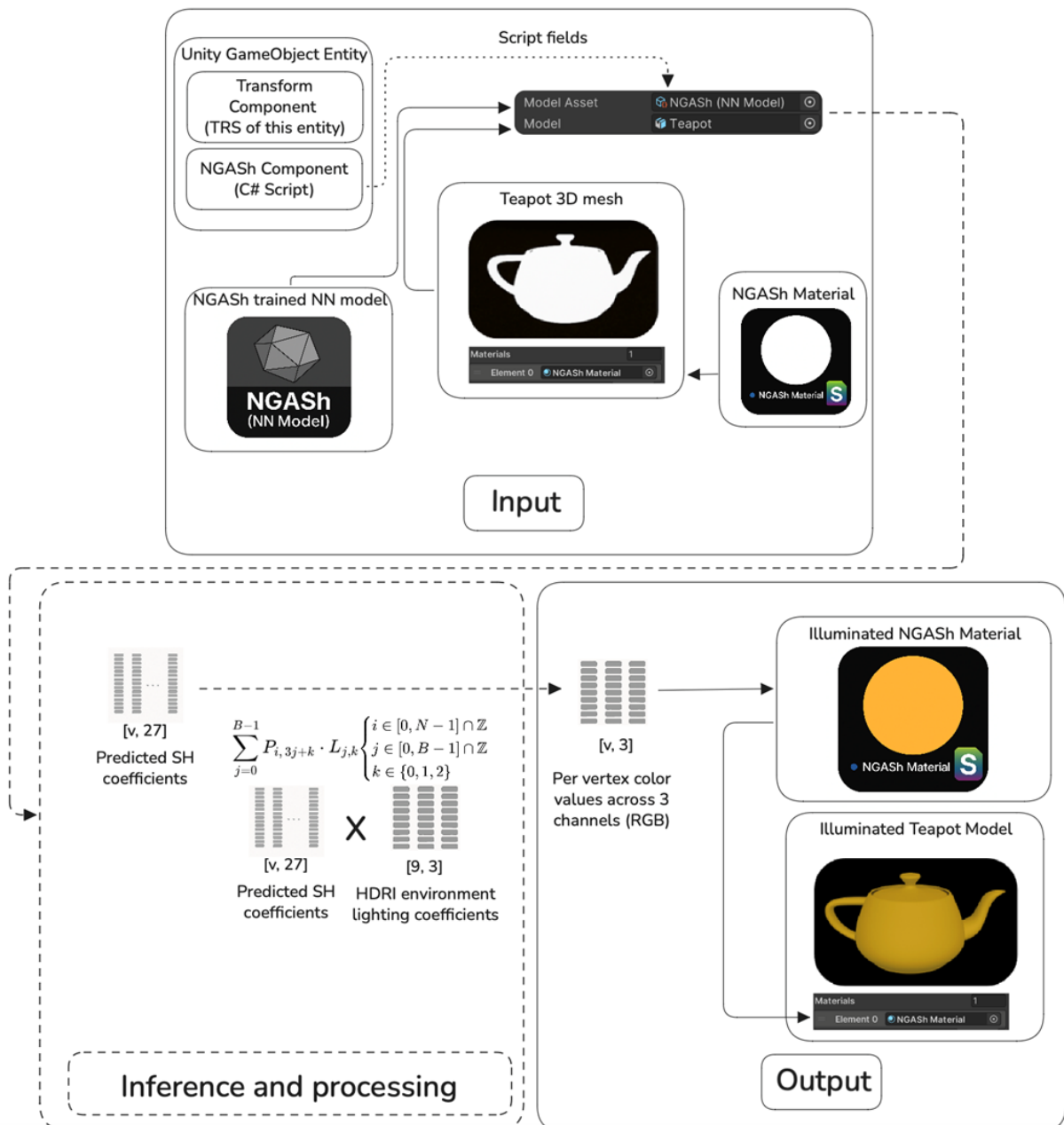


ORamaVR Paper "Neural-GASh" Wins Top GA Computing Prize in Hong Kong



Exciting News!

We are thrilled to share that [ORamaVR](#) paper **"Neural-GASh: A CGA-based neural radiance prediction pipeline for real-time shading"** has received the **GA Computing Award** at **ENGAGE @ CGI 2025** in Hong Kong, China (July 14th, 2025)! 🎉

Check out the paper [here](#)!

A huge shoutout to the team for their incredible work. The paper proudly acknowledges **INDUX-R**, highlighting our **cutting-edge contributions to the XR ecosystem**.

What is Neural-GASh?

Neural-GASh is a **novel real-time shading pipeline** for 3D meshes that redefines how light transport can be simulated in **dynamic, interactive environments**.

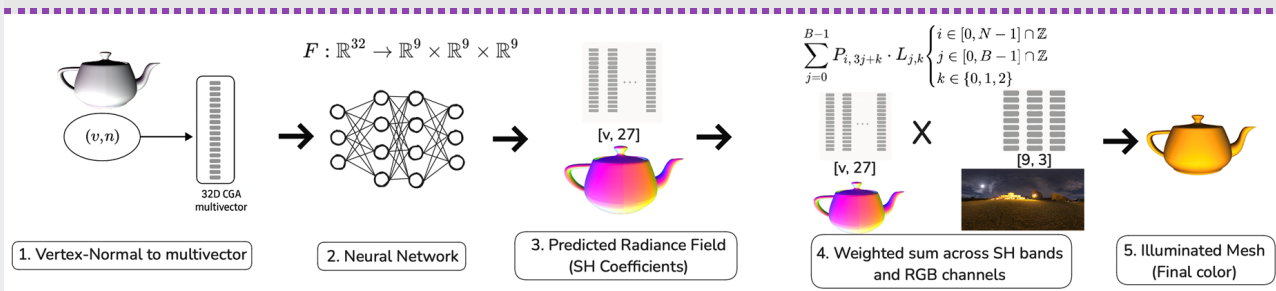
□ Why it's unique

- Uses **Conformal Geometric Algebra (CGA)** + **neural radiance fields** for image-based rendering
- **Eliminates costly offline precomputations** (unlike traditional PRT)
- Provides **accurate shading of animated & deformed 3D meshes**
- Integrates seamlessly into **Unity** with optimal spherical harmonics lighting

□ Why it matters

Neural-GASh delivers **fast, high-quality rendering** across **desktop, mobile, and VR**. It's **robust, flexible** (including on 3D Gaussian splat scenes), and performs competitively with PRT—even for complex geometries.

Read more on INDUX-R website <https://indux-r.eu/>



About INDUX-R

INDUX-R (Transforming European INDUstrial Ecosystems through eXtended Reality enhanced by human-centric AI and secure, 5G-enabled IoT) is a Horizon Europe-funded initiative involving partners from across Europe. Its mission is to redefine how people interact, train, and collaborate in professional environments through cutting-edge XR applications rooted in ethical development.



This project has received funding from the European Union's Horizon Europe Research and Innovation Programme under Grant Agreement No 101135556.

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