12:00:17  From  Sriram Narayanan : Any word on CS 457 being available for ecampus students?

Still being discussed. I am all for it!

12:01:03  From  Pannapat Chanpaisaeng : Do we need to use more than one texture in our project 3?

No.

12:01:58  From  Markwell, Cameron Douglas : my distortion is pretty subtle, that's ok, right?

Conceptually, yes. Be sure to point out in your PDF report what you did so we grade it correctly.

12:04:30  From  Pannapat Chanpaisaeng : Could anyone explain what this mean (it's from the proj#3 note)? I'm not sure if I quite understand it. “But, whatever you do, make it so that you could not do the same thing with a texture transformation. That is, no rigid body rotates, scales, or translates”

12:05:35  From  Land, Hunter : Basically that says the texture must be warped in some abnormal way

Good answer.

12:05:42  From  Ali Karimyar : Quick question regarding Project 3. Does the distortion have to move? Or can it simply be a static distorted texture?

It needs to animate.

12:05:55  From  Myers, Jack : checkout tinyobjloader on github

12:06:18  From  Myers, Jack : it loads obj and mtl files very nicely

I've not seen this. I will check it out. Thanks!

12:28:06  From  Hoang : Can we put multiple textures on different parts of a model?

It's difficult without using shaders. Probably need to break the model up into parts.

12:32:00  From  Goodwin, Joseph A : Side question. Should we read in the bmp file in display or on InitGraphics?

Do it in InitGraphics because it only needs to be done once. It will really slow down your program if you do it in Display.

12:36:33  From  Derk : Is there also a quiz next week?

Yes, but I am going to open it earlier than normal.
12:37:53 From Jacob Eckroth(He/him/his) : so we can assume you're not trying to trick us

I promise that I will never try to trick you on a Quiz or Test. There is never any point in doing that.

12:38:02 From Evan : closed friends? as in no communicating with other people about the test right?

Correct. The test needs to be your own individual work. Because it is not proctored, I am counting on your honesty.

12:38:29 From Hoang : Will this cover Shaders?

It will not cover Shaders. I will correct the test review.

12:38:33 From Land, Hunter : Will our final for this class be proctored?

No, Test #2 will not be proctored.

12:41:26 From Cruz, Omar : Bold of you to assume I have 10 friends

Yeah, the running joke these days is “I’m in Computer Science – I’ve been socially distancing for years.”

12:55:57 From Hastings, Arman Keegan : reduces a ton of graphics post work I imagine. [Referring to the Mandalorian stage.]

True. Starting with the reflections of the background in Mando’s metal suit.

12:56:19 From JonathanKoning : how do you match the refresh rate of the screen with the cameras?

There is sync hardware that does this.

12:58:28 From Goodwin, Joseph A : Does it matter if you specify texture parameters before or after calling bmp to texture

Makes no difference. All of those parameters are “attributes”, just like color3f. Once they are set, they stay the same until they are re-set.

13:04:03 From Markwell, Cameron Douglas : we don't have to use ambient light, right?

I’d prefer you use some ambient so that turning off all the lights still lets us see the scene.