From Markwell, Cameron Douglas: when will you back to us on our proposals?

Later in the week. I have read almost 200 of the 270.

From Lloyd, Doug: you can take it [the VR class] before an intro class like this? I'm confused

Yes. It uses Unity and UE, not OpenGL. However, taking this class first will help you because you will have a much better idea of what Unity/UE are doing for you. It is CS 599 ST/VIRTUAL & AUGMENTED REALITY. (599 is a catch-all course number we use before a course has a real number.)

From Mahmoud, Ibrahim: Can you use graphics to show how light would look like in a spherical mirror?

Yes, ray-tracing is good for that.