12:03:11 From Mahmoud, Ibrahim: can I just confirm: for the Catmull curves, for the first point, you're supposed to make p0 and p1 the same point?

You can, but doing so undoes the advantages of letting P0 control how the curve starts and letting P3 control how the curve ends.

12:04:29 From Sriram Narayanan: Do we have to draw a line that toggles on and off to show where P0 and P1 connect?

No.

12:05:26 From Mahmoud, Ibrahim: is that [P0] just ignored?

It is not drawn to, but it influences the shape of the curve.

12:06:07 From Zach Parsons: P0 and P3 define the slope for the line between p1 and p2

Well said!

12:08:31 From Tremper, Brayden Justin: we can do Bezier curves for project 6 too right?

Yes.

12:09:38 From Jacob Eckroth(He/him/his): Catmull-Rom goes through the points :))

Correct. That's one of the things I really like about it. Also, you can have as many points as you want.

12:15:15 From Jacob Eckroth(He/him/his): the most deadly Thanksgiving since the first thanksgiving

Potentially, yes. Please stay home. Please be careful. I want you all back. You're important to me.

12:15:43 From Morello, Zachary D: https://www.youtube.com/watch?v=5TqPI3MSSow found this video of a Pixar animator demoing their animation software when they made Toy Story

12:15:46 From Shelbi Wakamatsu: I will be home alone playing video games... I mean studying graphics

That is studying graphics. Like when I go see movies.
From Evan: this is reminding me of this Two Minute Paper
https://www.youtube.com/watch?v=ooZ9rUYOFI4&ab_channel=TwoMinutePapers

From Land, Hunter: I never noticed it's the same guy
From Branner, Erick O'Brian: I think that's the toy repair person from
Toy Story 2?

Yes, they re-cast him.

From Zach Parsons: For any psychology minors, there’s a special topics
499 class called visual perception that does stereographic like this, and it's so cool!

Wow, cool!

From Hoang: Is this how the View-Master photos are taken?

Yes, or something similar. It has to be some way that can capture two side-by-side viewpoint images.

From Shelbi Wakamatsu: Zelda is concerned doggo
From Zach Parsons: Zelda wants virtual reality bone

She likes to bark at delivery people – mine or the neighbors’.

From Mahmoud, Ibrahim: if you put the glasses on your pc camera, would we see it correctly?

I wish.

From Mahmoud, Ibrahim: *ahem* star wars *cough*
From Adams, Daniel: You mean Jaws 3-D was a bad movie?

It was just an observation that what makes a movie good or bad isn’t the presence or absence of stereographics.

From Koning, Jonathan Scott:
https://www.youtube.com/watch?v=_dI6vZ2Wbfo
From Koning, Jonathan Scott: Link above for paddleball scene in Monsters vs Aliens