10:13:21 From Todankar, Diksha Pritam: if we’re doing this with glman, what source files would go in the folder to submit?

Your .glib, .vert, and .frag

10:17:52 From Rhea, Conner: All the files we need to get started are in the Sample2019.zip on the class resources, correct?

That .zip file is just a generic, non-shader OpenGL program. Instead, get the Windows Visual Studio 2019 Sample Shaders program, ShaderIntro2019.zip

Also get glslprogram.h and glslprogram.cpp. If you have them from last quarter, get the new ones. I made some improvements over the break.

10:20:52 From Leathem, Selma: Will the graphics lab computers be available on Citrix for project1? My computer is in the repair shop for a week. Thanks,

Working on that now.

10:51:23 From Parsons, Zachary M: So is the 1/diameter determine how many grid spaces there are?
10:52:39 From Parsons, Zachary M: Aka, does setting the diameter determine how many grid spaces/shapes there are?
10:52:58 From Parsons, Zachary M: So a smaller diameter would make more shapes appear

Yes, yes, and yes.

10:57:00 From Parsons, Zachary M: If your uTol is big enough to go over the boundary, will it blend into the other ellipse?

No, because that current ellipse doesn't know about the next ellipse over. If uTol is big, it just smooshes the blending to the outside of the grid box.

11:06:35 From Leathem, Selma: Do you need to install the OpenGL driver on your graphics card or do most systems have this installed already?

Typically you do this after you plug in your new graphics card. Each vendor's driver-installation software typically asks the system what the graphics card is so that the right driver gets installed.

11:15:43 From Todankar, Diksha Pritam: I have a feeling this is the stuff in glslprogram.cpp

Yes, exactly the same.
11:17:48 From Alamgir, Jawad: does enabling program2 disable the first?

Yes, it is very much like calling glColor3f() which replaces the existing current-color with a new current-color. Calling glUseProgram() or Program->Use() replaces the current shader program with a new shader program.

11:32:15 From Bindeman, Phillip: Where do you post the recordings?

They are on Canvas in the module called Live Lectures and on the class Resources site under Live Lectures. I can’t post the video until later in the day because I have to wait for the OSU mediaspace server to process it.

11:33:56 From Chen, Chun-Yu: So...glman and GLSL API are two options that we can use to do our project? or both of them we need to use?

Yes, you can use either glman or the API. Just use one – you don’t need both.

11:35:54 From Leathem, Selma: If we use the api would we still have a slider etc... GUI or would we use keyboard keys/right-click menu.

I used GLUI when I wrote glman. I will put links to GLUI on the class site.

11:36:52 From Leathem, Selma: Should we code the ability to vary things?

Probably yes, so that you can demonstrate in your video that your required features work.

11:37:48 From Leathem, Selma: Could I do it using keys?

Yes.