Live Lecture Chat – January 20, 2021

10:01:55 From Barnes, Jack to Everyone: Is Vulkan going to be taught again?

I’ve been doing it in the WQ of even-numbered years. If you can’t wait, go to: http://cs.oregonstate.edu/~mjb/vulkan

10:58:03 From Jacob Eckroth(He/him/his) to Everyone: So this person who made the texture also has to make the normals for that texture

Yes, making the normal map is generally the responsibility of the modeler.

11:00:02 From Koning, Jonathan Scott to Everyone: And now I see why game modeling is so expensive

Yes, but it seems worth it to do something to enable the great effects on the front end because so many people are going to enjoy it on the back end.

11:01:20 From Koning, Jonathan Scott to Everyone: Most of the polygons go toward character models right?

I would guess that is so.

11:19:36 From Koning, Jonathan Scott to Everyone: I loved how there wasn’t much code needed to make these effects. Just the vert and frag

That’s how cool you all are! I hope your friends appreciate what you do.