Live Lecture Chat – February 15, 2021

11:11:16 From Lubna Alzamil to Everyone: Hi everyone, This is a free tool to convert to BMP images you can specify the desired size as well
https://onlineconverting.com/image/convert2bmp/

Cool! Thanks for sharing. I put this link on the class Resources page too.

11:17:01 From Alamgir, Jawad to Everyone: we can check the teach deadline date and submission date [to see how your Bonus Days total is going]

You can also email me and I will check it against my Bonus Day spreadsheet.

11:42:08 From Jacob Eckroth(He/him/his) to Everyone: so do we only output one gl_Position? or can we output multiple things [from a geometry shader]

You can output multiple things. gl_Position is a built-in variable that you must output. All other things you want to output must be declared as out variables.

11:44:57 From Alamgir, Jawad to Everyone: what use do the extra points in the adjacency topologies have?

There is no requirement what you must use them for. I use them just to get more information into the geometry shader, such as 4 vertices for the Bézier curve shader or for the 3 extra vertices in the silhouette shader.

12:07:56 From Todankar, Diksha Pritam to Everyone: when the triangles shrink, there is nothing drawn in the space in between?

That’s correct.

12:08:27 From Alamgir, Jawad to Everyone: is lighting the same in the fragment and geometry shader?

Lighting in the geometry shader is like per-vertex lighting in the vertex shader. If you want to use per-fragment lighting, you must code it in the fragment shader. Really, it is just a matter of what you pass into the fragment shader: an intensity (vertex or geometry lighting) or a normal (fragment lighting).

12:23:45 From Todankar, Diksha Pritam to Everyone: this example exploded it in points, can we make it explode in other shapes?(like cube particles)

Yes, you can take triangles in and output triangle strips to make cubes. Taking in points and outputting 3D shapes is often used to make things like falling snow.

12:38:01 From Todankar, Diksha Pritam to Everyone: I am looking around and found some fun effects but they were done in Unity.....so I am trying to see if I can convert it to GLSL as a potential final project.....

Good approach!