Live Lecture Chat – February 22, 2021

10:02:19 From Gao, Liansong to Everyone: I have a question about Project 6 Due Date. In Resources Page it shows due date is February 23 but in Project 6 page it show due date is February 25.

It’s really February 25. I will correct it on the Resources page.

10:06:27 From Todankar, Diksha Pritam to Everyone: so are both tessellation and geometry shaders before the rasterizer?

Correct, because both have to do with vertices.

10:07:17 From Koning, Jonathan Scott to Everyone: It was my understanding that only the fragment shader is after the rasterizer

Also correct, because that is the only shader which acts on post-rasterizer fragments/pixels.

10:13:19 From Todankar, Diksha Pritam to Everyone: you said we could a prototype for our final project for project 6.....is that correct?

Yes, but your Final Project has to extend your Project #6 enough to get all 100 points. It can’t be the same.

10:16:22 From Mills, Arthur M to Everyone: Is there an OpenGL spelling bee?

It was an OpenGL trivia contest at a Khronos Users Group meeting at SIGGRAPH one year. Don’t tell anyone – it will undermine my CS cred.

11:20:19 From Jiroux, Kira Lynn to Everyone: Secret is safe with me

Whew! Thanks.

10:45:08 From Jacob Eckroth(He/him/his) to Everyone: So tessellation is for subdivision?

Yes.

10:47:34 From Jacob Eckroth(He/him/his) to Everyone: can we do backwards tessellation to get rid of detail? Like in a game if an object is far away

Not in any one of the shaders. Games typically do that by having multiple versions of the same thing at grossly different resolutions.