Live Lecture Chat – February 24, 2021

09:57:54 From Lubna Alzamil to Everyone: https://movies.disney.com/onward/

Onward was the Pixar movie that came out before Soul. If you’ve not seen it, it is worth it. It’s on Disney+.

10:00:47 From Bailey, Mike to Everyone: https://www.youtube.com/watch?v=RCmNCk IUot8

This is a CG animated short called Canvas that I stumbled across on Netflix. Very touching. I’ve been trying to write a shader to imitate the canvas effect. Maybe I’ll risk everything and show it to you next week. 😊 I have also been experimenting with a Mars panorama shader.

10:02:06 From Jacob Eckroth(He/him/his) to Everyone: even though you can’t really make a poster out of the cats since there are so many, will we be able to see some of the projects?

My plan is to do something where we can all learn from each other’s Project #6 images. Not sure what that is yet.

10:04:22 From Derk to Everyone: https://greentec.github.io/shadertoy-fire-shader-en/

Derk found this fire shader tutorial and thought everyone might be interested. Interesting way to generate noise. Thanks, Derk!

10:51:51 From Mills, Arthur M to Everyone: Do all our buffers need to be the same size then, if we have a single gid? [in a compute shader]

There’s nothing in the language that requires this, but they typically are the same size because you are storing different characteristics for the same number of data points.

11:01:07 From Jacob Eckroth(He/him/his) to Everyone: particles is like the complete enemy of video compression

Definitely! But, I’m impressed with how well Zoom handled this anyway.

11:04:52 From Jacob Eckroth(He/him/his) to Everyone: I assume the particles don’t affect each other?

That’s correct. Having them bounce off each other is a lot harder.