14:18:23 Does the course involve any group projects?

No.

14:40:00 Do we get to use software for some of our design projects? (such as CAD) Or is every submission in terms of C++ code?

Your submissions will all be code, but, after Project #1, you can bring in 3D objects from elsewhere and import them into the scene you are programming. One of the most popular programs for doing that is Blender (free, open source). Sometime during the quarter, I will hold a Blender Night to show anyone who wants to know, how to use Blender. You can get a jump on the notes for that here: http://cs.oregonstate.edu/~mjb/blender

14:48:46 Can we use Unity for any projects?

As a modeling system to create 3D objects and import them into your program – yes. As a standalone program for the assignment – no. All of your projects will be your own OpenGL code.

14:49:40 On slide 3, what did they use Ivan Sutherland’s SketchPad project (the virtual reality headset) for at the time? Like why did they develop that?

At the time, he was experimenting with interactively sketching in 3D. That’s where the name SketchPad came from.

15:12:20 Where can I find the recorded video of this lecture?

It will be in the Live Lecture section of the Class Resources page: http://cs.oregonstate.edu/~mjb/cs550

15:16:36 Recent research from Deepmind on protein folding. Might be interesting. https://www.deepmind.com/research/highlighted-research/alphafold

Cool!


Cool, also! Looks like it was developed to show off Nvidia’s new 4090 card, just announced this week. The 4090 is a beast! It will tie up 3 slots on your computer’s bus.