13:00:10 From Bailey, Mike To Everyone [how to prevent transformations from affecting the other objects]:

```c
glPushMatrix();
    transform
    glCallList( propellerList );
glPopMatrix();

glPushMatrix();
    different transform
    glCallList( propellerList );
glPopMatrix();

glPushMatrix();
    different different transform
    glCallList( propellerList );
glPopMatrix();
```

13:09:20 How do we distinguish between different shades of blue? Black on sky blue would look pretty contrasting

Sky-blue has some red and green in it – that’s what makes it lighter. That would give it a higher luminance than pure blue alone.

14:05:09 In the Disney movies, how did they put textures on 2D drawings?

They put the textures on 3D objects but then mixed (composited) the 2D with the 3D

14:19:31 Have there been attempts at using more than double buffers? Like triple buffers?

Yes, Vulkan lets you do that. I have tried double and triple, but can’t see any difference.

14:43:10 I was wondering about how we could go about implementing the Time code from the assignment website into the animation parameters for the propellers?

Something like: `glRotatef( 360.*Time, 0.,0.,1.);`