

Live Lecture Chat Window

October 25, 2023

Sorry, not a lot of class questions ended up in the chat. We did, however, see a lot of cute pets. I like that.

15:19:02 Is it better to set the `glShadeModel` in `Display()` or `InitLists()`?

I like putting it in `Display`, right before I enable the `GL_LIGHTING`.

15:29:06 `float angle = 2.f * F_PI * Time;`

[A way to animate the light source.]

15:49:39 This was a cool rain simulation that I saw on reddit!

https://www.reddit.com/r/opengl/comments/11aut71/example_of_simulating_rain_nature/

Cool!