13:46:58 Do you consider patterns to be part of shaders or textures?

If I am talking to a CG-knowledgeable person, such as you, I think of it as a shaders-thing. But, if I am explaining it to a non-CG person, I would probably call it a texture, since they wouldn’t care about the actual implementation, just the appearance. I try to be conscious about boring other people…

13:47:28 Will we go over more patterns in the shaders class?

Yes, *lots* more!

14:33:28 Is ray tracing done with shaders?

You can do simple ray tracing with a fragment shader. For the super-duper RTX-type ray tracing, they invented 5 new types of “shaders” So, yes.

14:40:35 Speaking of cats, this was one of my very early test textures... [https://www.youtube.com/shorts/x8syWyQkeKl](https://www.youtube.com/shorts/x8syWyQkeKl)

Yes, where would the Internet be without cat images and videos? 😊

14:44:04 Cat! [http://g.recordit.co/oHB53wV7dj.gif](http://g.recordit.co/oHB53wV7dj.gif)

So cute!

14:47:03 My cat distortion: [https://www.youtube.com/shorts/4jn2DU9RZHe](https://www.youtube.com/shorts/4jn2DU9RZHe)

Cool!


Great space photo!

And more…

15:03:48 [https://www.nasa.gov/webbfirstimages](https://www.nasa.gov/webbfirstimages)