

Live Lecture Chat Window: January 10, 2023

13:25:14 Picked up an RTX3090 during the dip a few months ago. Looking forward to having some fun with it here

Cool! They were hard to get not long ago.

13:25:53 Are most of our assignments, projects and information required for this class going to be mainly on the resources page? Will there be anything specifically on canvas?

The Resources Page has *everything!* It is a superset of anything you can find on our Canvas pages.

14:04:44 Since Visual Studio is recommended for Windows, what text editor or IDE is recommended for Mac?

Really, whatever you want to use as an editor. You will compile with g++ on the command line.

Is the glman program not available for Mac?

That is correct.

Is using a Mac a disadvantage for accomplishing the projects in the course?

Since Apple seems to have gone out of their way not to support OpenGL, I think this is a yes. You can do it, but the Mac version of OpenGL is years behind.

14:10:10 Are you able to create multiple shader programs in the glman .glib files?

Yes, just repeat the Vertex, Fragment, and Program lines, then list new geometry.

14:11:41 Do you know if every project has been able to be completed on a Mac? I looked at my graphics card and it says it is compatible with OpenGL 4.4

Yes, you will be able to complete every project. I had intended P7 to be a Geometry Shaders project, but I will make up an alternative P7 for those whose Macs don't support Geometry Shaders.

14:17:02 Since Mac is a clear disadvantage and I imagine some of us won't be able to purchase a Windows machine for this course (and the Citrix access is limited), maybe we could form a group to support each other with any hangups/workarounds?

If you want to send such information to me, I will create a special section on the Class Resources page to list the hints for all to see.

14:19:06 <https://www.realtech-vr.com/home/glview>

I've never tried this, but it looks interesting.

14:21:57 Couldn't you just run a VM instead of purchasing an entirely new computer?

People in this class have not had good luck with trying to run on a VM. Remember that running a VM doesn't change the graphics hardware or its underlying driver software.

14:25:00 Where is that script to check what shaders will actually?

When you setup a shader using the GLSLProgram C++ class, it checks what your shader hardware can support and prints that information to the console window.

14:26:13 Are we using ED Discussion via Canvass for Q&A? It doesn't seem to be active on the Canvas for the course.

I haven't turned it on yet, but I will.

14:30:16 Just to double check: we can use either the glman program or the shaders class and the .cpp sample program?

Yes, either will work for doing the projects.

14:38:03 Will we be able to catch up on the CS450 material (assuming we didn't take the course) within this week, before the first project and quiz? Is the best way to marathon-style watch all the Lecture Videos on the Resource Page for 450?

I wouldn't binge-watch *all* the 450/550 videos. I would look at two of them: Getting Started and Shaders.

Will Office Hours begin this week to help us get up and running?

Yes, I think we have enough web forms turned in to have a good idea when we should hold OHs.

15:08:05 How's your puppy?

Doing well except for that Friday we had the ice storm. Even her claws couldn't get traction. She slid down the street. I had to walk down and get her.