

Live Lecture Chat Window

January 20, 2023

15:13:03 When mixing in the t value I divided the sum of the lighting and achieved a similar result. Is this a valid strategy?

Yes, although we usually mix the colors first and apply lighting after that.

15:27:38 If we know two object's vertices? Can we do blend and change object 1 to turn into object 2?

No, at least not without a lot of contortions, because while one object is being drawn, it has no idea about the other object's vertices. When the second object is being drawn, the first object's vertices are long gone.

16:23:14 For using the noise texture with the GLSL API, do we put the setup: `glGenTextures(1, &TexName); ...` in `InitGraphics()`?

Yes, `InitGraphics()` is the perfect place to do this.

If so, should we pass the TexName variable into Display()?

Probably easiest to make it a global variable.

16:29:39 Project 2 is ok to just use project 1 and add to it?

Yes, that's what I would recommend.

16:42:16 From Bailey, Mike to Everyone: if you put the line:
`uniform float Timer;`

in the top of a shader, glman will connect to it and change its value from 0. to 1. over the course of 10 seconds, over and over again.

16:43:30 If you use Timer, read the glman doc regarding using the `sin()` function to modulate the Timer smoothly! It makes your animations look really nice.

Well said!

17:00:50 I'm wondering if its fine to submit the video without sound, I have it displaying and drawing attention to what everything is doing, but my microphone wasn't working and I was wondering if that was going to be a problem,

I love it when you all narrate your videos because your explanation makes our grading more accurate. But, I also know that not everyone has a microphone, so no-sound is OK.