15:16:23 Can we use Tessellation and Geometry shaders as well [for the Final Project]? 

Definitely! You can use anything shader-related. You might have to look ahead in the notes to find out how to use some of these things though.

15:21:20 Is there a textureSize( ) function for texture3D? Is it different for Mac? 

Yes. Same function, but since it recognizes you are asking about a GL_TEXTURE_3D, it returns an ivec3.

15:30:35 Is the image on a quad object? or does OpenGL allow you to open images? 

OpenGL only draws geometry. So, to “draw” an image, you texture map it onto a quad.

15:35:26 Can the [chromakey] screen be a different color than green? 

Yes, it could be any color you don’t think will be used elsewhere in the scene. Typically, it is bluescreens or greenscreens that are used.

15:54:01 Do these same image manipulation formulas work on 3D texture images that wrap objects? 

Typically, it is 2D images that wrap objects. So, yes.

16:11:46 What does “m” represent in the equations on the oil slick and diffraction grating slides? 

It is an arbitrary integer representing how many cycles there are between the two light waves. As long as m is an integer, the two waves are in phase, and thus reinforce each other. The CG trick is to find an m that makes the “magic wavelength” something in the visible light spectrum so that we can see it.