

CS 457/557 Live Lecture Chat Window March 3, 2023

15:23:09 Is this [tessellation shaders] how games do LOD [Level Of Detail] for objects in game?

Tessellation Shaders are one of several LOD techniques I am aware of.

17:18:27 Bunny show and tell!



17:20:01 I'm learning to code in the Godot game engine now. Learning this OpenGL syntax has been super helpful in understanding! There's a lot of references to vec4/mat4/etc. in the code. I don't have enough experience to say it's better than any other game engine or not. But Godot is a high quality game engine and you can definitely produce 2D/3D games you can play. If you want a game engine that is well tested for AAA games check out Unity and Unreal. Both should be free until you start making a lot of money

Interesting! Nice of Godot to use the same terminology instead of inventing their own.

17:59:00 <https://learnopengl.com/Advanced-OpenGL/Depth-testing>
[Nonlinear depth values]