


GLSL Sandbox Hackathon

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CIS 565 - Fall 2012



Reminder

- Monday 12/03
 - Final project midpoint presentations
 - Seven minutes
 - Demonstrate working code (videos, images, ...)
 - Post on your blog before class
 - 25% of the project grade. Email your grade to Karl after class

Hackathon

- Code something awesome in the [GLSL Sandbox](#) *in the next five hours*
- Theme
 - Two triangles (or even one) is all we need
- Ideas
 - Ray tracing
 - Ray marching distance fields
 - Procedural shading with noise, e.g., water

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Resources

- Starter code
 - <http://cis565-fall-2012.github.com/lectures/11-28-Hackathon/HelloWorld.glsl>
- Noise functions
 - <http://cis565-fall-2012.github.com/lectures/11-28-Hackathon/Noise.glsl>
- Ray Marching
 - [Example](#) from Mr. Doob
 - [Reference](#) from Inigo Quilez

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GLSL Resources

- GLSL Reference
 - <http://www.opengl.org/sdk/docs/manglsl/>
- OpenGL Insights
 - Chapter 7 – Procedural Textures in GLSL
- The Orange Book
 - Chapter 11 – Procedural Texture Shaders
- Graphics Shaders
 - Chapter 9 - Noise

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Schedule

- 6pm – Kickoff
- 9pm – Snacks
 - Code must be public by 9pm
- 11pm – Email link to your code to Karl
 - Practice your demo
- 11:15pm – Two-minute demos
 - Followed by prizes

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Forking

- Browse the GLSL Sandbox [gallery](#) for ideas
- Fork anything (including other students work)
 - Credit all third-party code
 - You must demo the original and your version

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Prizes

- 1st Place
 - OpenGL Insights
- 2nd and 3rd Place
 - Cesium tee-shirts



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Judging

- Each student gets 100 points
- Assign each project any amount of points
 - Except for your own
 - Don't be cheap and give everyone a zero 😊