GLSL Sandbox Hackathon

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CIS 565 - Fall 2012

WebGL

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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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

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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
  - 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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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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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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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 ☺