These are like the notes I might have written on the blackboard/whiteboard:

Day 2 – on screen notes

* Look at console and file I/O (C++)
* Look at the basics of some 3D files --> loading another model
* Shaders (ties into the above)
* (If time, otherwise Monday): Loading multiple models (vertex and index buffer and a VAO)

Things to try:

\* Download MeshLab (or blender or something)

\* Find a model somewhere and try to load it.

\* Convert it to a PLY format, perhaps

\* Get another model from the Standford model repository https://graphics.stanford.edu/data/3Dscanrep/

\* If new or “rusty” with the C++ input/output, play with that.

\* Maybe a function that will take a file name and load that file

Day 3 & 4 (Monday, August 9th and Wednesday August 11th, 2024)

* Talked about matrices (a little bit)

Data in a file --> C/C++ Array (CPU+RAM) --> ANOTHER array (but in a format the GPU likes)

OTHER ARRAY (CPU) --> Copy to the GPU

(We can delete the original array(s) on the CPU)