A computer screen shot of a table with a bottle and a glass of wine

AI-generated content may be incorrect.

This was a nice introduction into using openGl or at least figuring out what to expect of this class. Upon loading up the file in Visual Studios, I was kind of lost, because the program rendered but I was unable to locate the code files, as they did not appear in the main box. Backtracking even before that, I have learned that Visual Studios is not supported on Apple Silicon macs. I tried to use Visual Studio code, but it does not seem able to render the program on apple silicon. Alternatives to the program include Clion by JetBrains & xCode, but none seem to be as effective. The virtual desktop provided by the school is able to render, but due to system limitations, it’s a very slow process. Luck would have it, I built another desktop, which is quite powerful and was able to quickly install and load the program. This seems to be the approach I will have to take for the semester to complete my work. Another approach would be a hybrid style of building the programs in the remote desktop while I am away from my main desktop, then reconfiguring the files in the faster system.

I have used dabbled back in Visual Studios when I first entered college for my C+ course, so it is somewhat familiar to me. Though I didn’t understand it as well, I’m hoping to gather much more hands-on experience and understanding as my coursework progresses.

In reference to the model program built, I find the space fascinating and seeing how it functions like playing a pc game, The movement felt weight, moving inn a four-dimensional space similar to tank controls. The looking around is what I experience on games with low sensitivity settings. Also, I could not identify a light source in the program, yet the shaders of the program moved around the table, casting shadows. All in all, I look forward to exploring this program and trying to maximize its potential.