



## CJ Barberan



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### Whats a synonym for thesaurus?

Posted on [August 3, 2011](#) by [CJ](#)

I got to help out Dela with the word box thing in the volcano so that is good. I am going to make some small little changes to the textures in the volcano and I think we will be ready to demo it out. Plus, I need to incorporate Dela's GIU but that will take seconds. Just about 2 more days until I head home and can relax for a little bit. It was really cool that I got to learn about OSG and opengl I will be sure to use open gl whenever I have free time. I also bought some more books about open gl so hopefully I can become better at it, especially the shaders.

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Posted on [July 29, 2011](#) by [CJ](#)

I finished the wavepoints for both models so that is cool. Hopefully, it pleases Tom and I get 2 bucks for fixing that crash. Still, I am having trouble with the models crashing a lot and I do not know why that is happening. Right now I am going to try to implement the seismic activity. I think that I will be able to do it since it is like the same thing with the wavepoints except that I do not want the wavepoints to rotate.

Outside of the REU I am getting ready for the exchange students to arrive in nmsu. If you did not know I am vice president of the club that helps assist the foreign exchange students at my college. They are arriving in August in different days and I am getting notifications if their ambassador (the student that helps them) will be able to give them the care package.

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### me besas y caigo en tu juego

Posted on [July 25, 2011](#) by [CJ](#)

Really happy that we got an audio sound implemented into the volcano. Hopefully, Tom will be really happy about that feature. Right now, I am trying to do the feature with the seismic activity and try to fix the loading up of the models in maya. I fixed the issue where it could not load up the textures, but right now I am confused because it will not tell me where the error is located and it still will not load the model up. I really hope that I can find out what the problem is before I leave. Paintballing was really fun and exciting, especially playing in the rain. Just two more weeks and I get to enjoy my hot weather without humidity and eat some awesome mexican food.

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### finally

Posted on [July 21, 2011](#) by [CJ](#)

With OSG, i finally applied a texture from a file to the lahar. i was really excited because after all the work with the code I did something under one day. The bad part is that to apply the texture to the lahar, there is a huge giant bug. Nik encountered it and the bug is that to change my lahar's texture I have to change it in a file that is supposed to be for the lavaflow. That was really funny when we found out. I wonder how many more bugs I will encounter. Also, I am working on ideas on how to import the new volcano models because they dont want to load up.

In addition, I have a question, if you found out the next day that you turned yourself into a doughnut would you eat yourself? For me, you wouldn't even have to ask.

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## yay

Posted on [July 18, 2011](#) by [CJ](#)

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Well first off I found out right now that I was awarded a scholarship from HCF, so I am really happy about that because I have been applying for scholarships from there for 3 years and this time I finally got one from them. Now if I get another one from HSF, then I will have total support from the two major hispanic non-profits.

With the project, we have been trying to upload Jordan's volcanoes to the volcano project, but for some reason it ends up crashing. Thus, we have been contacting Daniel and Donald and they lead us to a new direction so hopefully. With the perlin noise I am almost done with it I get the fragments to change color. Now, I got some really good advice from Nik, and it all lies with the vertex shader so I will be working on that issue. Once, I get that then I will be able to transfer it to the lahar. Plus, I was looking up on how to put audio into java and that does not seem that bad.

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## Llorando Se Fue La Que Un Día Amí me hizo Llorar

Posted on [July 15, 2011](#) by [CJ](#)

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For the OSGAnimation it is going to be held back because I do not have the .dll files to access it so I will wait until that happens. What I am trying to do is to implement perlin noise into the lahar to act like it is flowing as a backup plan. Right now I have been using one of my previous projects to simulate the noise but I have only been able to do it to the fragments, where it is able to change from black to white and I modified it to change colors for a small set of time. The problem is that with the codes online they want to just manipulate the fragment shader and I need the vertex shader to do it, so I will work on it. The Fuji steakhouse was awesome, the dude cooking our food was uverawesome and hilarious. Also, on a side note I changed my mind from seeking an MBA to go for my masters of EE, so that is cool. Being the fact that I have been thinking of new ideas for future project ideas, hmm maybe I can make a gundam.

The title of the song is from a song that was Brazilian called Lambada by kaoma and then some spanish dude translated it and I'm assuming he is a Spaniard because in the lyrics he uses vosotros form, which latin america does not use fyi. Lambada is a really cool song btw.

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Posted on [July 12, 2011](#) by [CJ](#)

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Just working on the volcano stuff. I have been looking into how to put the fire particles into the lava flow so that will not be so hard. I still have been looking into putting Jordan's volcano maya animation. I have been looking into it and there seems to be a lot of ways to do it, so I think I will see which one is easier. That is all.

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Posted on [July 11, 2011](#) by [CJ](#)

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I was rally excited that I made enchiladas and tacos on Friday. I never imagined that I made so much enchiladas, at least I still have some of the chili sauce so I can make some in the future. Canoeing was cool because that was my first time and I did not drown, even though Ramy almost made me drown <.<. The zoo

was fun especially seeing the red panda, which was my first time seeing it. I still think Stitch is fluffier than the red panda. Olive garden was fun, plus I got to eat all that food. With the volcano, I am still working on getting the animation exported using collada and then using osganimation to make it work on the open scene graph. I hope that it does not take a lot of time to implement it. In addition, we will have a skype meeting with Daniel so maybe he can give me a little advice on how to implement it.

Oh yeah this is for you Ramy,

誕生日おめでとう

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## Ethics

Posted on [July 10, 2011](#) by [CJ](#)

Chapter 4 was opening because there should be some connection between social justice and engineering. If we get a group of people within different occupations it could help open up possibilities that were not seen before if it was just one particular group. I feel that engineers should have some more ethics training because for my two years as an undergraduate I did not think of the consequences that my products could have on the public. It wasn't until I took the ethics course and realized some of the possibilities. Even my philosophy professor said that his chemical engineer friend created a potent gas and found out that it was sold to the middle east where they killed innocent people. His engineer friend is traumatized and never realized that it could happen, so I would be open for engineers to learn more about social justice and to bring them into different scopes.

Chapter 5 reinforced what chapter 4 was talking about, but it was using scenarios where social justice played a role. It is cool that people are collaborating with each other for the common good. The only things that I would want to improve are the conditions with whistle blowing. The reason is that if an engineer blows the whistle then he or she has a high chance of being blacklisted or sued by the company. Why should the engineer risk his or her future for improving the quality of life by showing the inhuman acts of the company? I know that the engineer is doing it because they are watching for human welfare as said in the engineers code of ethics, but there should be rules that protect them. Since, once they are blacklisted all those years of earning that degree flash like nothing.

Racism paper

The experiment did reinforce the beliefs of racism. If you are in a particular group where you have a common trait you would view that group higher than any others, which is usually the case. It was very interesting that they had formed those preferences without having the adults telling them, in which I thought that your upbringing was the key factor to racism. The one part of the experiment I wished they had did is that they get kids who did not know each other at all and see how they interact because in this study the kids knew each other and I would want to see if they would view the kids in their group higher than the other kids individually.

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## viernes

Posted on [July 8, 2011](#) by [CJ](#)

I have been really busy trying to get animation into the lahar scene that Jordan did in Maya. Looking online is kind of difficult because I hear from some people that it is possible with OSG and from others that it is not, but that they are working on it, so I am hoping for the best that it is possible to export his volcano and animation as a collada file then put it into the OSG and tamper with the animation in OSganimation;The real work will be in the osganimation because I do not know if the volcano solution provides it. Plus, I want to include a particle system into the lava flow so I want to create some fire particles around the edges of the lava flow so it can add some aesthetics into it and look really cool. It could even pave a new path so that if the lava hits the water then steam can come out to show more realism. Ahora es viernes entonces yo quiero hacer mis enchiladas y tacos.

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