CS6323 - Computer Animation and Gaming

CS 6323 Computer Animation and Gaming (3 semester credit hours) Theoretical foundations and programming techniques involved in computer animation and game engines. Specific topics include 2D & 3D transformations, skeletons, forward and inverse kinematics, skinning, keyframing, particle systems, rigid bodies, cloth animation, collision detection, and animation for video games. Prerequisites: CS 6366 and a good working knowledge of graphical programming (either OpenGL, DirectX, or Java3D). (3-0) Y (2016-02-05 23:59:48)