CS4332 - Introduction to Programming Video Games

**CS 4332** Introduction to Programming Video Games (3 semester credit hours) Video game programming concepts. Programming with game engine. 2D and 3D computer graphics techniques and data structures. Computer animation, physics-based methods and collision detection. GPU and shader programming. Artificial intelligence for video games. Networking and multiplayer. Prerequisite: [CE 3345](https://catalog.utdallas.edu/2018/undergraduate/courses/ce3345) or [CS 3345](https://catalog.utdallas.edu/2018/undergraduate/courses/cs3345) or [SE 3345](https://catalog.utdallas.edu/2018/undergraduate/courses/se3345) or [TE 3345](https://catalog.utdallas.edu/2018/undergraduate/courses/te3345). (3-0) Y