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 and 3D transformations, skeletons, forward and inverse kinematics, skinning, keyframing, particle systems, rigid bodies, cloth animation, collision detection, and animation for video games. Prerequisites: CS 5343 and a good working knowledge of C++ and graphical programming (either OpenGL, DirectX, or Java3D). (3-0) Y