

CSC 475: 3D Computer Gaming
11:00 a.m. - 12:15 p.m. T R

Tentative Schedule:

Week 0 (January)	No class	12
		Course Introduction
Week 1	16 MLK	17
		<i>18 last drop/add</i>
		19
		Low-polygon design and modeling for characters, node/file representation.
Week 2		24
		26
		Introduction to Irrlicht (open-source game engine code), tutorials, API.
Week 3		31
		2
		Geometric linear algebra review.
Week 4 (February)		1
		3
		C/C++ review.
Week 5		7
		9
		Sprites, events, movement for 2D games.
		<i>* Project 1 Due</i>
Week 6		14
		16
		Homogeneous coordinates, transformations, projections.
		<i>** Quiz 1</i>
Week 7		21
		23
		Parametric object representation, hierarchical scene description.
		<i>* Project 2 Due</i>
Week 8 (March)		28
		<i>1 last "W" day</i>
		2
		Graphics pipeline, picking, spatial sorting.
		<i>** Quiz 2, *Project 3 Due</i>
SPRING BREAK 6 – 10		
Week 9		14
		16
		Collision detection.
Week 10		21
		23
		Curves and surfaces.
Week 11		28
		30
		Animation of characters.
		<i>** Quiz 3</i>
		<i>* Project 4 Due</i>
Week 12 (April)		4
		6
		Terrain, level-of-detail.
		<i>* Project 5 Due</i>
Week 13		11
		13, 14 EASTER BREAK
		Physics.
Week 14		18
		20
		Game AI.
		<i>** Quiz 4</i>
Week 15		25
		27
		Special Effects.

Exam: Tues., May 9, 11:30 a.m. – 2:30 p.m.