CSCE 4215/5255 Game Math & Physics

Instructor: Ian Parberry
Office: NTDP F209
Phone: 940-565-2845
Semester: Fall 2018
Time: TR 1:00 - 2:20 pm
Office Hours: TBA
Place: NTDP D207
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Learning Outcomes

By the end of the course, you will:

1. Demonstrate knowledge of linear algebra applied to computer games and graphics.
2. Demonstrate knowledge of geometry applied to computer games and graphics.
3. Demonstrate a basic understanding of mechanics sufficient to understand and solve problems involving bodies in motion.
4. Construct discrete implementations from continuous mathematical models demonstrating knowledge of numerical methods and programming paradigms.
5. Demonstrate competency in the writing and testing of math and physics-related code for computer games.

Prerequisites

The prerequisite for this class are:

1. MATH 2700: Linear Algebra and Vector Geometry
2. CSCE 2100: Computing Foundations I
3. PHYS 1710/PHYS 1730: Mechanics

Students who have not passed the prerequisites or their equivalents will be dropped. If in doubt, notify me as soon as possible.

Course Requirements

You will be graded on a sequence of programming assignments. Group work will not be permitted. Full information will be available shortly.

Disability Accommodation

The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.