AGGP 247C : Math and Physics for Game Programmers

Math and physics play key roles in game programming. Effective use of math is needed for code design, data structures utilization, using design patterns, developing artificial intelligence, using scripting engines, controlling 3D pipelines, and texture-mapping development. Math is also needed to implement the physics utilized in Newton's laws and concepts of collisions and reactions. Programmed applications that use math and physics in game development will form the foundation for this hands-on course.

Credits 3
Lab/Practicum/Clinical Hours 3
Lecture Hours 2
Prerequisite Courses
AGGP 101C
CPET 125C
Prerequisites
both AGGP math electives