

# Game Physics

Thuerey



# Lecture

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- Details:
  - Lecturers: Nils Thuerey, Rene Winchenbach
  - Three parts, with breaks
    - 10:15 - 11:00
    - ca. 11:05 - 11:45
    - ca. 11:50 - end
  - PDF Slides: *moodle*
  - Recordings: *moodle*
  - Exercises: *moodle*
  - Discussion forum: *zulip*

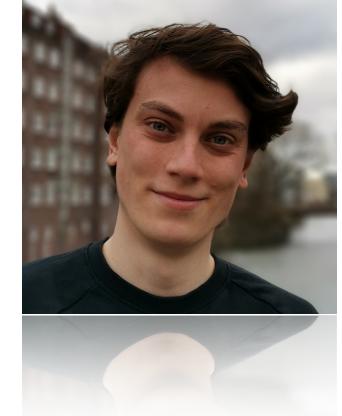


# Exercises

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[f.koehler@tum.de](mailto:f.koehler@tum.de)

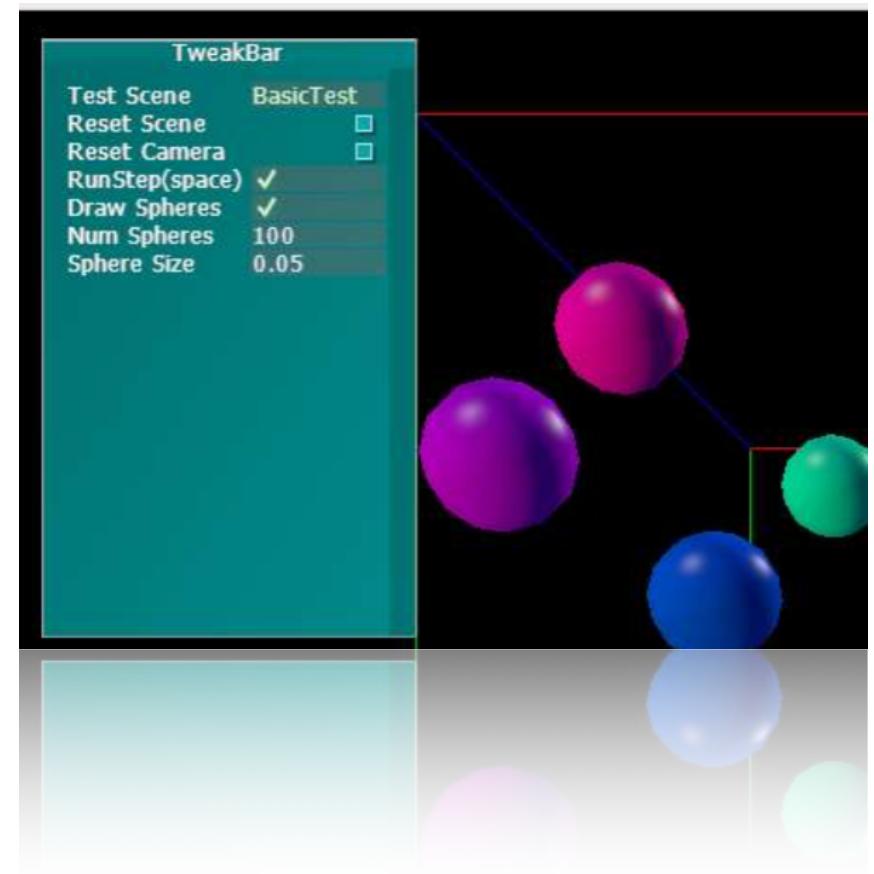
- Organisation: Felix Koehler
- Groups of 3-4
- 3 C++ Programming tasks (given framework)
- Hand-in in ca. 2 week intervals to tutors
- 1 Open project
- Short “exam” (demo session) at end of semester
- Successful completion of exercises: 0.3 grade bonus (when passed)
- Exercise content *important for exam*
- Regularly meet & discuss with exercise group
- Every group member should know all the details...



# Exercises

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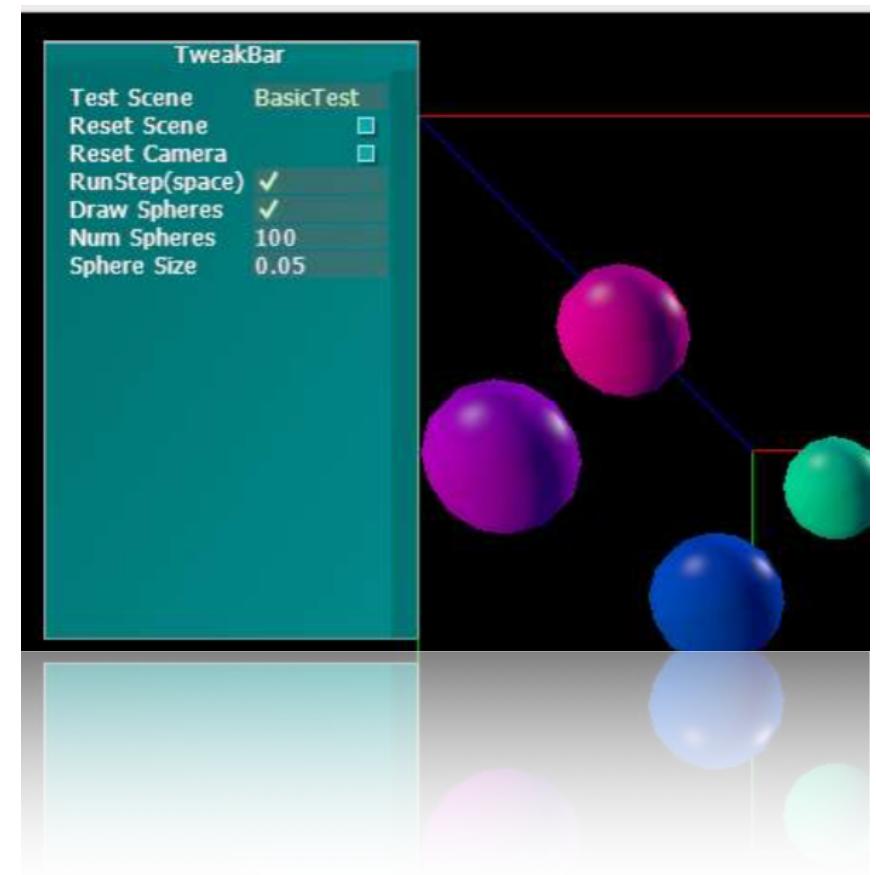
- Assignments starting next week
- Start forming groups now
- **Important:** Avoid CodeShare and the like! Every team member should code...
- Bonus will only be given when you can show that you implemented *core parts* of the algorithms yourself
- Warning: students regularly fail due to participating by “*watching*”
- Examinations in February next year (focus on coding, not theory)



# Exercise Schedule

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- 30.10. - Ex1
- 13.11. - Ex2
- 04.12. - Ex3
- 18.12. - Ex4



*Recommendation:* Start forming groups right away...

# Tutorials

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[f.koehler@tum.de](mailto:f.koehler@tum.de)

- Details:
  - Online via [slides & recordings](#): *moodle*
    - Please ignore email addresses in recordings (see *next slide*)
    - Self-study at home...
  - [Q&A sessions](#) at TUM with tutors
  - Discuss details of tutorials, and implementations

# Tutor Sessions

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[f.koehler@tum.de](mailto:f.koehler@tum.de)

- Weekly:
  - Tue. 14:00 (Siyun Liang, siyun.liang@tum.de, 00.13.008)
  - We. 14:00 (Markus Gumbart, ge25lim@mytum.de, room TBA)
  - Thu. 14:00 (David Berger, david.berger@tum.de, 01.09.014)
- No sign up necessary...
- First tutorial: Tue., Oct. 31

# Exam

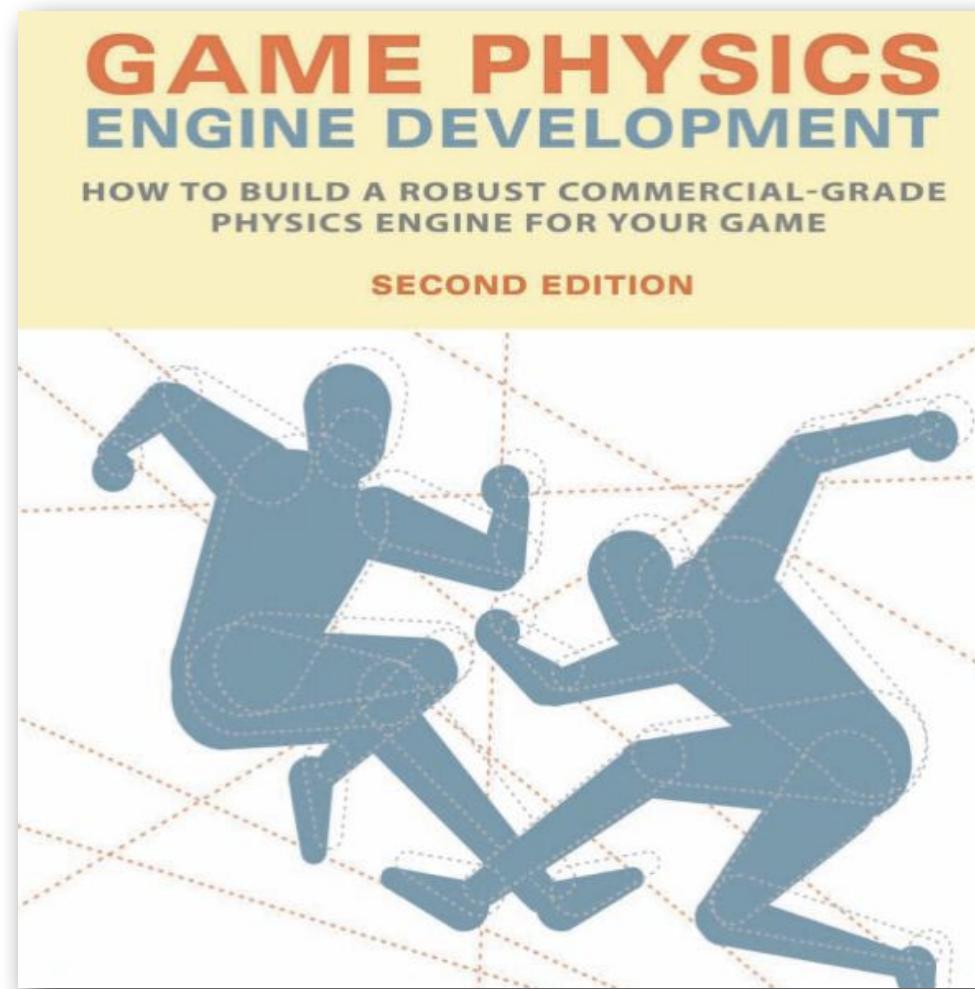
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- Written exam
- In-person, on location at TUM
- Tentative dates:
  - Endterm Feb. 12., 11:00
  - Retake Apr. 05., 11:00
- Covers lecture & exercise topics!

# Recommended Reading

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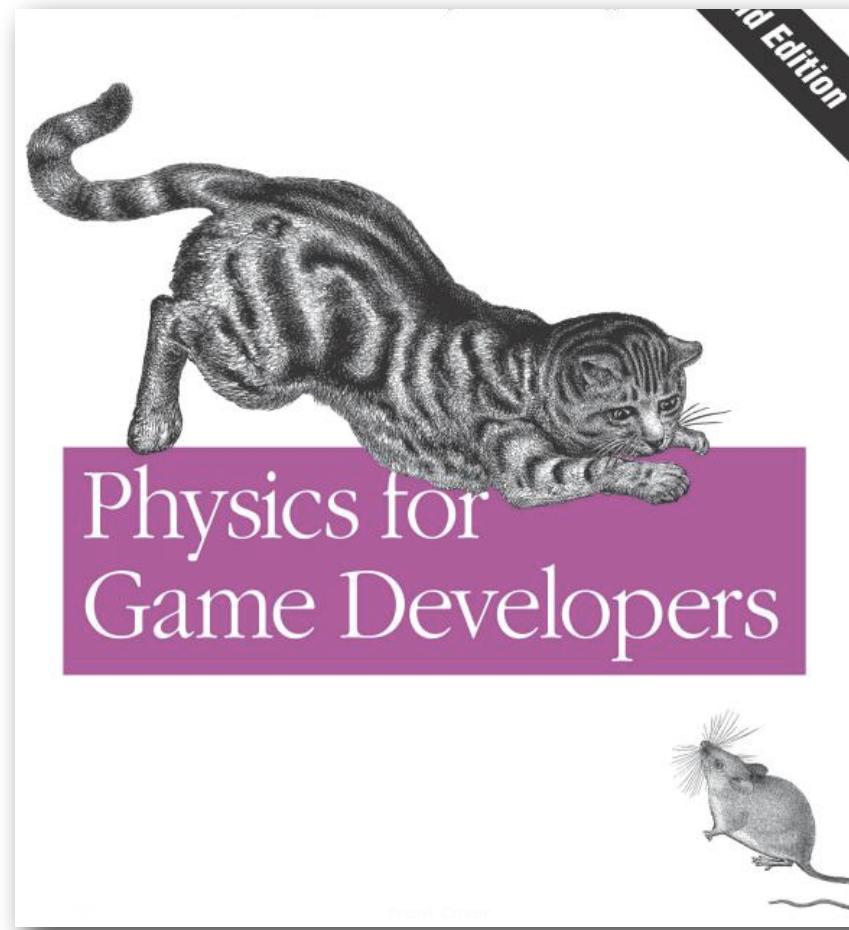
- Game Physics Engine Development, *Ian Millington*, CRC Press 2010



# More on Reading

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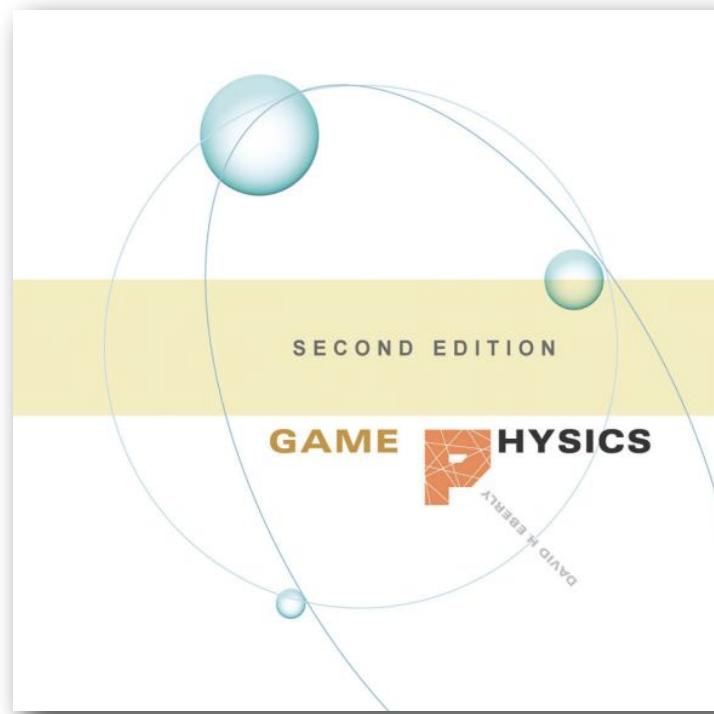
- Physics for Game Developers, *D. Bourg & B. Bywalec*, O'Reilly 2013



# More on Reading

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- (Game Physics, *David Eberly*, CRC Press 2010;  
not fully recommended...)



# Some High-Level Comments...

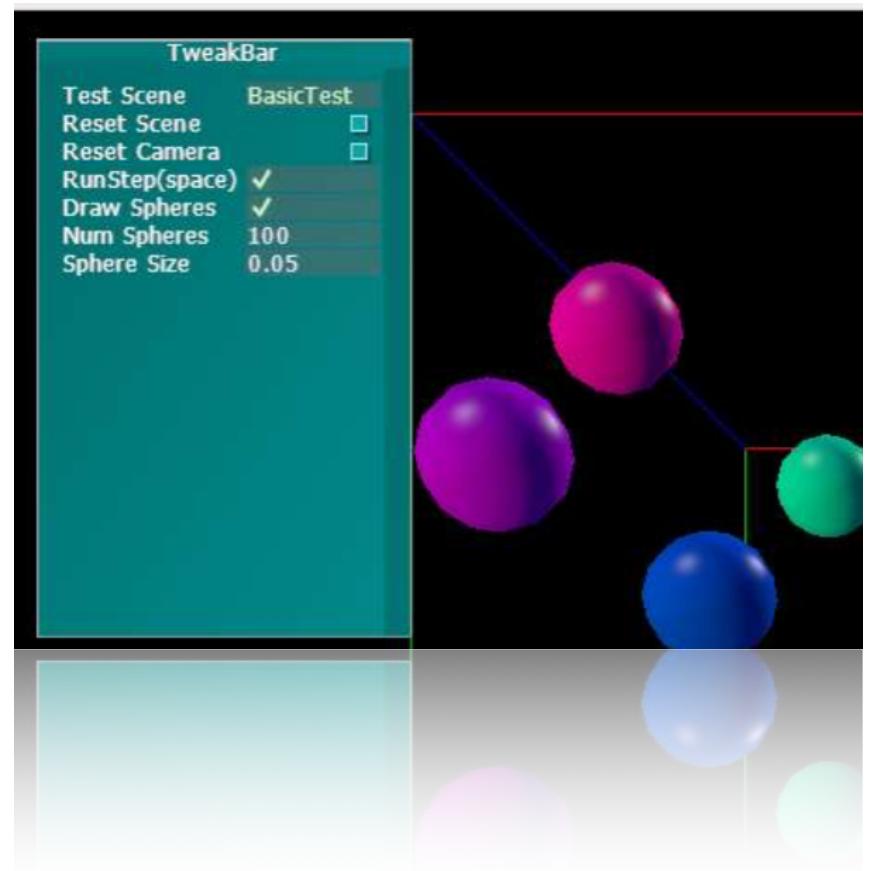
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- Learning vs. Teaching
- Learning by doing
- Suitable learning environment

# Exercises

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- Assignment for today:
- Start forming groups
- E.g., right after lecture
- Post / search in discussion forum
- Contact us if necessary...



# End

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