

CS350

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Who Am I?

What is this class about?

Fundamental principle:

No optimization is better than not doing something

For this class, mostly spatial partitions

Not graphics exclusive!

Extends to many areas in game programming

Class Topics

Simple Intersection

Bounding Volumes

Spatial Partitions

Collision Detection

Extra Topics

Assignment Outline

1. Geometry Library
2. Spatial partitions, bounding volumes
3. Aabb Tree with frustum culling
4. Bsp Tree with Csg operations
5. GJK

The framework

Using my framework is required

Makes unit testing easier

Feel free to send me suggestions for improvements

Submissions

Submit your entire framework directory

I'll only compile the relevant files per assignment

Test your assignment in a clean copy before submitting

Tips

Take notes. Not everything is in slides

Passing all unit tests doesn't guarantee a 100%

Make sure to test debug and release mode

Start early, several assignments are tricky!

Make sure to turn in every assignment!