RECOMPOSITION PROJECT

https://github.com/rhakim24/recomposition/blob/main/recomposition%20(2).pdf

RECOMPOSITION PROJECT

HOW COMPUTER SCIENCE IMPACTS GAMES

★ IMPROVED GRAPHICS:
- Advanced tech allows for realistic characters, 3D scanning, & facial recognition → highly detailed environments & avatars → real-life
  ↳ Immersive, photo-realistic worlds

★ ENHANCED MULTIPLAYER GAMES:
- CS expands multiplayer gaming
  ↳ Players connecting worldwide across devices
- Voice recognition for voice commands & gameplay/social interaction

★ CLOUD-BASED & ON-DEMAND GAMES:
- Cloud tech allows players to play across multiple devices and save progress → reduces extra effort & need for powerful hardware

★ VIRTUAL & AUGMENTED REALITY:
- VR & AR → immersive experiences that allows players to enter game worlds (VR) or blend digital elements with real-world surroundings (AR) → more interactive!

💡 These advancements create many opportunities for CS grads to innovate in the gaming industry

HOW COMPUTER SCIENCE IMPACTS SOCIETY

★ HEALTHCARE:
- improved medical research and equipment: computing tech has developed research & development of new medicines & manufacturing of equipment to effectively pinpoint & treat diseases
- remote healthcare: hospitals able to connect with patients remotely; surgeries using advanced technology → robots!

★ ENVIRONMENT:
- tackling environmental issues
  ↳ Pollution, waste management & disposal, predicting natural disasters + avoiding them

HOW COMPUTER SCIENCE IMPACTS ENTERTAINMENT

★ SOFTWARE ENGINEERS IN FILM:
- Hollywood industry: engineers develop software, robotics, & 3D printing methods for visual storytelling
  ↳ Ex: Tibor Madjar created “Mudbox” → digital sculpting tool used in “The Lord of the Rings” & “King Kong”

★ SOFTWARE & TOOLS:
- digital rendering to create realistic visuals and complex animations

★ 3D Printing & Prop Design:
- engineers influence prop design → 3D printers to create customizable/detailed pieces → saves time & budget