CSCI 5980 – 003: Animation & Planning in Games (3 Credits)
Time: 1:00 – 2:15 Tuesday, Thursday
STSS 420B

Course Description: This class will explore how to create dynamic virtual worlds filled with intelligent and active characters through student projects, presentations and class discussions. We will cover techniques used in computer games and VR to bring virtual worlds to life including: crowd simulation, physically based animation, character animation, path planning and artificial intelligence for virtual characters.

Course Work: Course work will mainly involve implementing relevant techniques in the context of games, animation or motion planning; culminating in a final project in the form of a game or technology demo.

Who should enroll: Students interested in animation, robotics, computer graphics, game design and artificial intelligence.
Prerequisites: Experience with data structures, large programs, and basic vector calculus is assumed. Previous experience in graphics or AI is helpful, but not required.