

DM815 Computer Game Programming III: Physics

Fall 2010

Exam Topics

1. Basic primitives
2. Bounding volumes and bounding volume hierarchies
3. Spatial partitioning
4. Sweep and prune
5. Physics simulation
6. Physics simulation

The exam takes place Jan 17. The first person draws a question at 10:00, and a new student is taken in every 30 minutes (except for a lunch break). The room and the order of students will be mailed to you by the Imada secretariat.

The exam is with preparation—thus, after you draw a random topic among those above, you are allowed 30 minutes on your own to rehearse your (hopefully already planned) presentation. At the exam, you should make a presentation of around 15 minutes of the topic (or some central and interesting part of it) using the blackboard (you cannot bring transparencies, however, you can bring a short list of keywords/talk outline, which should be used as sparingly as possible). We may ask brief questions during your presentation. Afterwards, we may ask questions related to the topic, and to the rest of the curriculum. The entire examination period (including grading, etc.) is 30 minutes. The oral exam is not based on the project of the course.

The exact curriculum is what is mentioned under "Reading" at the course web page.