DM815 Computer Game Programming III: Physics

Spring 2013

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 Wednesday, Jan 19. The first person draws a topic at 09:00, 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 planned presentation. At the exam, you should make a presentation of around 15–17 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 (maximum half a page) of keywords/talk outline, which should be used as sparingly as possible. The examiner and the external examiner may ask questions during your presentation. Afterwards, they may ask questions related to the topic, and to the rest of the curriculum (also things not completely covered by the above topics). The entire examination period (including grading, change of students, 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 (except for parts stated as not curriculum).