DEPARTMENT OF MATHEMATICS AND COMPUTER SCIENCE
UNIVERSITY OF SOUTHERN DENMARK, ODENSE

COMPUTER SCIENCE COLLOQUIUM

The mathematics behind computer games

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Friday, 18 January, 2013 at 13:30
U49C

Abstract:

I'll use some of the early Hitman games as an example to show what kind of techniques are used in games for rendering, animation, physics, path finding, and AI.

Host: Marco Chiarandini