**Carleton University, Computer Science, Fall 2021**

**Comp 1008 Math for Game Programmers**

**Times/Instructor:** Thursday 6-9pm, Richcraft Hall 2200**, W.R. Lalonde**

**Weekly Assignments**: Due Wednesdays at Midnight.

**Course Goal**: Provides the math background for subsequent game programming courses.

**Course calendar description**: Math for building 3D games. Points, vectors, normals. Dot and cross products. Transformations and inverses in left- and right-handed systems. Uses for controlling objects, cameras, and texture manipulation. Bounding boxes, planes, frustums for collision detection and visibility, fast billboarding techniques, point and sphere sweeping. Quaternions.

Prerequisite(s): one Grade 12 university preparation mathematics course.

**Course Work**: 1 weekly assignment (70%), a take-home test (10%), and an exam (20%).

**Brightspace Course materials:** powerpoint notes; assignments; zoom recorded videos after the lecture.

**Book**: **Mathematics for 3D Game Programming & Computer Graphics (Third edition is the latest)**, Eric Lengyel, Charles River Media, Inc. NOT MANDATORY

**Handing in**: Text files handed into Brightspace before midnight on Wednesday (the day before lectures)

Course Outline

Coordinate systems

 Generic overview

 Left versus right-handed systems

 Left-to-right versus right-to-left evaluation math

 Coordinates spaces (object, world, camera, and perspective)

Tuples

 The distinction between points, vectors, normal

 Two definitions of vector dot products

 Two definitions of vector cross product

 Intuitions behind dot products and cross products

 Many operations and related theorems on tuples, points, vectors, dot products and cross products.

Matrices

 Matrix multiply plus many other operations

 Matrix inverses and how to compute them

 Useful theorems involving transposes and inverses

 Matrix forms of dot and cross products

Transformations

 Translating, rotating, scaling transformations and their inverses

 Projection transformations

 Properties of rotations

 The general rotation transformation

 Fast inverses

Transformations for gaming

 Controlling placement

 Object placement in worlds

 Texture placement in objects

 Camera placement in worlds

 Controlling and animating changes

 Changes relative to an Object (pre-transformations)

 Changes relative to a World (post-transformations)

 Changes relative to a Parent

 Controlling changes when dealing with inverses

 Changes from right to left-handed systems

 Articulated figures, poses, and skinning

 Object and camera “look at” functions

Visibility determination

 Bounding boxes, planes, frustum, and visibility trees

 Octrees, quad trees, bounding box trees, and bsp trees.

 Distance to planes, plane transformations

 Building frustum, frustum transformations

 Determining if points, bounding boxes, and spheres are inside frustums

 Sprites and how to draw them without needing to rotate them

 Portal visibility

Collision detection and collision reacting

 Movement boxes and collision detection trees (similar to visibility trees)

 Basic algorithms for projections of points on a line, on a plane

 Basic algorithm for intersection of a line with a plane, with a sphere

 The concept of object sweeping.

 Point sweeps colliding with planes, spheres, bounding boxes, polygons, and polygon soup.

 Sphere sweeps colliding with planes, spheres, bounding boxes, polygons, and polygon soup.

 More general sweeps done efficiently

**University Policies**

**Student Academic Integrity Policy**

Every student should be familiar with the Carleton University student academic integrity policy. A student found in violation of academic integrity standards may be awarded penalties which range from a reprimand to receiving a grade of F in the course or even being expelled from the program or University. Some examples of offences are: plagiarism and unauthorized co-operation or collaboration. Information on this policy may be found in the Undergraduate Calendar.

**Plagiarism**

As defined by Senate, "plagiarism is presenting, whether intentional or not, the ideas, expression of ideas or work of others as one's own". Such reported offences will be reviewed by the office of the Dean of Science.

Unauthorized Co-operation or Collaboration

Senate policy states that "to ensure fairness and equity in assessment of term work, students shall not co-operate or collaborate in the completion of an academic assignment, in whole or in part, when the instructor has indicated that the assignment is to be completed on an individual basis". Please refer to the course outline statement or the instructor concerning this issue.

**Academic Accommodations for Students with Disabilities**

The Paul Menton Centre for Students with Disabilities (PMC) provides services to students with Learning Disabilities (LD), psychiatric/mental health disabilities, Attention Deficit Hyperactivity Disorder (ADHD), Autism Spectrum Disorders (ASD), chronic medical conditions, and impairments in mobility, hearing, and vision. If you have a disability requiring academic accommodations in this course, please contact PMC at 613-520-6608 or pmc@carleton.ca for a formal evaluation. If you are already registered with the PMC, contact your PMC coordinator to send me your Letter of Accommodation at the beginning of the term, and no later than two weeks before the first in-class scheduled test or exam requiring accommodation (if applicable). After requesting accommodation from PMC, meet with me to ensure accommodation arrangements are made. Please consult the PMC website for the deadline to request accommodations for the formally-scheduled exam (if applicable) at http://www2.carleton.ca/pmc/new-and-current-students/dates-and-deadlines

**Religious Obligation**

Write to me with any requests for academic accommodation during the first two weeks of class, or as soon as possible after the need for accommodation is known to exist. For more details visit the Equity Services website: http://www2.carleton.ca/equity/

**Pregnancy Obligation**

Write to me with any requests for academic accommodation during the first two weeks of class, or as soon as possible after the need for accommodation is known to exist. For more details visit the Equity Services website: http://www2.carleton.ca/equity/

**Medical Certificate**

The following is a link to the official medical certificate accepted by Carleton University for the deferral of final examinations or assignments in undergraduate courses. To access the form, please go to http://www.carleton.ca/registrar/forms