

ETGG 3802

“Realtime Interactive Programming II”

Spring 2010

Course Information:

Course: ETGG3801 – Realtime Interactive Programming II

Room: ATC 204

Time: TR 8:00-10:20a

Instructor Information:

Name: Jason Witherell

Office: ATC 232

Office Hours: M-R 10:30-11:00a and 1:30-2:00p, or by appointment

Email: jwitherell@shawnee.edu

WebPage: <http://ssugames.org>

Text Books: None! (If you want some extra resources, I can recommend some good books...)

Course Description:

This class is a continuation of ETGG 3801. ETGG 3802 classroom and lab activities focus upon the creation of a custom programmed 3D engine that encompasses advanced 3D engine features such as physics modeling, special effects, sound effects, and advanced I/O and interface routines.

Grading System:

15% Participation

60% Group Project Work

25% Other Labs work

Grading Scale:

Percentage	Grade
94-100	A
90-94	A-
87-90	B+
84-87	B
80-84	B-
77-80	C+
74-77	C
70-74	C-
67-70	D+
64-67	D
60-64	D-
0-60	F

Attendance & Participation:

Attendance will be taken, but you will be graded on your participation. This includes: asking questions, answering questions (not necessarily correctly), paying attention / taking notes. You will *lose* these points if you: sleep, surf the web, work on homework during class discussions, etc.

Programming Assignments:

Assignments that are late will not be accepted without prior arrangements being made with the instructor. Even if accepted, such assignments will be penalized **10% per day (or part of a day) late**.

Tentative Schedule:

This is *very* tentative. It will likely change much during the semester – it is your responsibility to listen to in-class announcements regarding the scheduling of class material, quizzes, exams, etc.

Week(s)	Topic	Assignment
1-1.5	Review of the Engine / physics, set SVN passwords	Lab1: Mouse-picking
1.5-4	Skeletal Animation, (Blender in-class project), Incorporation with the physics simulator, Inverse Kinematics???	Lab2: Skeletal animations
5	Particle Effects and other billboard-type entities.	Lab3: Particle Effects
6	Phase I Evaluations / Merging / Assign new Roles	
7-8	Shaders and CG intro, Compositors	Lab4: Shaders
9	Lua intro	
10	SPRING BREAK	
11	Phase II Evaluations / Merging / Assign new Roles	
12-14	Lua continued, basic scripting of the engine	Lab5: Scripter additions.
15-16	Work on Project, Final Merge, Phase III Evaluations, Nullsoft installer	
Finals Wk	Class post-mortem	

ADA statement:

Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990 require Shawnee State University to provide reasonable academic adjustments or accommodations for students with documented disabilities which would not compromise the integrity of the academic program. Examples of documented disabilities include physical, psychiatric, and/or learning impairments that substantially limit one or more major life activities of the student. Students seeking academic adjustments or accommodations must self-identify with the Coordinator of Disability Services, Student Success Center, Massie Hall, 740-351-3276. After meeting with the Coordinator, students are encouraged to meet with their instructors to discuss their needs, and if applicable, any lab safety concerns related to their disabilities.