COMP 559. FUNDAMENTALS OF COMPUTER ANIMATION.

Credits: 4

Offered by: Computer Science (Faculty of Science)

Terms offered: Winter 2026

View offerings for Winter 2026 in Visual Schedule Builder.

Description

Fundamental mathematical and computational issues in computer animation with a focus on physics based simulation: overview of numerical integration methods, accuracy and absolute stability, stiff systems and constraints, rigid body motion, collision detection and response, friction, deformation, stable fluid simulation, use of motion capture, and other selected topics.

- Prerequisite(s): MATH 222, MATH 223, COMP 206, COMP 250

Most students use Visual Schedule Builder (VSB) to organize their schedules. VSB helps you plan class schedules, travel time, and more.

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