

CAP 201: Simulation and Particles Effects

This course introduces students to the study of physical phenomenon and their simulated counterpart in the CGI world. Topics include particles systems paradigm, forces, modifiers, typical examples and technological limitations. Upon completion the students should be able to reproduce and render a good range of simulated physical effects to enhance their CGI projects.

Credits: 3

Lab Hours: 4

Lecture Hours: 1

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