

# Revision for COMP 559

**Proposal Reference Number** : 12823  
**PRN Alias** : 17-18#302  
**Version No** : 2  
**Submitted By** : Mr Michael Langer  
**Edited By** : Mr Michael Langer

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Summary of Changes **Prerequisites**

	Current Data	New Data				
<b>Program Affected?</b>		N				
<b>Program Change Form Submitted?</b>						
<b>Subject/Course/Term</b>	COMP 559 <ul style="list-style-type: none"> <li>• one term</li> </ul>					
<b>Credit Weight or CEU's</b>	4 credits.					
<b>Course Activities</b>	<ul style="list-style-type: none"> <li>• A - Lecture</li> <li>• P - Project</li> </ul>					
<b>Course Title</b>	<table border="1"> <tr> <td><b>Course Title on Transcript</b></td> <td>Fund. Computer Animation</td> </tr> <tr> <td><b>Course Title on Calendar</b></td> <td>Fundamentals of Computer Animation.</td> </tr> </table>	<b>Course Title on Transcript</b>	Fund. Computer Animation	<b>Course Title on Calendar</b>	Fundamentals of Computer Animation.	
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<b>Course Title on Calendar</b>	Fundamentals of Computer Animation.					
<b>Rationale</b>		[Prerequisites:] The COMP 557 (Fundamentals of Computer Graphics) prerequisite is being removed because the instructor has determined that the material of COMP 557 is not necessary for COMP 559. Students do still need basic math and computer science courses to take COMP 559, however. We are therefore replacing the COMP 557 prerequisite basic math and CS courses, namely those that are prerequisite to COMP 557. Previously, students implicitly needed these prerequisites for COMP 559 because they needed these prerequisites for COMP 557. Note that many COMP courses have only 200 level prerequisites. The reason such courses are at the 500 level is that we would like them to be available for graduate students as well as undergraduates.				
<b>Responsible Instructor</b>		Paul Kry				
<b>Course Description</b>	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.	
<b>Teaching Dept.</b>	0155 : Computer Science	
<b>Administering Faculty/Unit</b>	SC : Faculty of Science	
<b>Prerequisites</b>	Prerequisite(s): COMP 557	<b>Prerequisite(s): MATH 222, MATH 223, COMP 206, COMP 250</b> <b>Web Registration Blocked? : N</b>
<b>Corequisites</b>		
<b>Restrictions</b>		
<b>Supplementary Calendar Info</b>		
<b>Additional Course Charges</b>		
<b>Campus</b>		
<b>Projected Enrollment</b>		
<b>Requires Resources Not Currently Available</b>		
<b>Explanation for Required Resources</b>		
<b>Consultation Reports Attached?</b>		
<b>Effective Term of Implementation</b>		201809
<b>File Attachments</b>		No attachments have been saved yet.
<b>To be completed by the Faculty</b>		
<b>For Continuing Studies Use</b>		

## Approvals Summary

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Version No.	Departmental Curriculum Committee	Departmental Meeting	Departmental Chair	Other Faculty	Curric/Academic Committee	Faculty	SCTP	Version Status
2								<b>Approved by Departmental Chair</b> Edited by: Michael Langer on: Oct 24 2017
1			<b>Approved</b> Michael Langer Meeting Date: Oct 19 2017					<b>Approved by Departmental Chair</b> Created on:

			Approval Date: Oct 20 2017 <a href="#">View Comments</a>					Oct 11 2017
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