

Lecture 23: Intro to Game Programming (PS2) – Review Questions

- The PS2 has a great deal of SIMD support. What does this mean, and why is it useful for game programming?
- Describe each of the key sections in the PS2 block diagram – what sort of processing happens in each section?
- Explain the high level idea behind shadow volumes.
- What is the difference between bump mapping and normal mapping?
- Give a simple algorithm for motion detection from images returned from a device such as the eye toy.