Cellular Automata and Game Design

What: **Bi-State Colloquium**

When: **Friday, November 1, 4pm**

Where: **Loras College, Hennessy 250**

Who: **Pete Strader**

I will demonstrate how algorithmic simulation is utilized by the computer graphics industry to develop realistic crowds and armies. I will talk about my research into cellular automata in computer-generated media. This talk will consist of a brief overview of the game design process, simple forms of cellular modeling, my development and analysis of two-organism modeling, and finally end with my development of a primitive battle simulator. If you have ever wondered how hordes of zombies or legions of orcs came to be put on the silver screen, then this is the talk for you.

Pete Strader is a senior at Loras College. This presentation is in partial fulfillment of the Loras College math major.