The Premise Behind our CS 491 Topics:

1. In any simulation or game, a certain number of actions must be produced.
2. Producing them by hand is hard.
3. And, oftentimes they don’t look very good that way anyway.
4. Producing them using computer programming, mathematics, physics, and algorithms makes the task easier and faster to achieve.
5. Also, this allows you to adjust parameters to get them exactly the way you want.
6. And it usually ends up looking better.