

FREE KITTENS

will not be given away at

THE FIRST UC LABORATORY FOR RECREATIONAL COMPUTING (LaRC) MEETING

on

**Tuesday, February 5th
at 7pm in 427 ERC**

Are you a student interested in Programming? Gaming? Do you like to spend endless hours in front of a computer, asking yourself "What is the matrix?"

If so, or even if not, come to the first UC LaRC meeting and enjoy free pizza and drinks.

LaRC was established as a purely project driven organization aimed at game programming. Membership is free, and you decide your own level of involvement. Since LaRC is project driven, you can choose which current project you wish to work on, or even create one of your own. The work you do is considered 100% volunteer effort, with no set deadlines or responsibilities.

Current LaRC projects include:

- Development of a fully capable, cross-platform, 2D and 3D graphics engine API written in C/C++, using both SDL and OpenGL.
- Development of a cross-platform Input/Output event handling API written in C/C++, also using SDL.
- Numerous Web-Based Games using Java.
- Any project you want! Other LaRC members could then sign-up to help you with your project!

First Meeting of UC-LaRC is on Tuesday, February 5th at 7pm in 427 ERC. For more details, check out <http://pohl.ececs.uc.edu/larc> or stop by the UC-LaRC office at **807 Rhodes**.