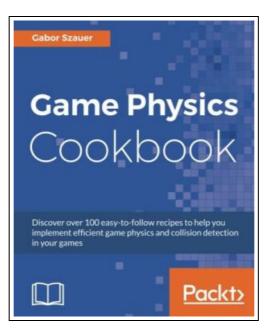
Game Physics Cookbook



Filesize: 8.55 MB

Reviews

Very useful to all class of individuals. It is amongst the most awesome publication i actually have read through. You will like just how the blogger create this pdf. (Lisa Jacobs)

GAME PHYSICS COOKBOOK



Packt Publishing - ebooks Account. Paperback. Condition: New. 475 pages. Dimensions: 9.2in. x 7.5in. x 1.1in.Key FeaturesGet a comprehensive coverage of techniques to create high performance collision detection in gamesLearn the core mathematics concepts and physics involved in depicting collision detection for your gamesGet a hands-on experience of building a rigid body physics engineBook DescriptionPhysics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. Youll begin by building a strong foundation in mathematics that will be used throughout the book. Well guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game developmentcollision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. Well explore advanced physics topics such as constraint solving. Youll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games!What you will learnImplement fundamental maths so you can develop solid game physicsUse matrices to encode linear transformationsKnow how to check geometric...

Read Game Physics Cookbook Online
Download PDF Game Physics Cookbook

Other PDFs

\rightarrow

Kodu for Kids: The Official Guide to Creating Your Own Video Games

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, Kodu for Kids: The Official Guide to Creating Your Own Video Games, James Floyd Kelly, DESIGN, BUILD, CREATE, AND SHARE YOUR GAME WITH THE WORLD! Ever... Save eBook >>

\rightarrow

Dont Line Their Pockets With Gold Line Your Own A Small How To Book on Living Large Madelyn D R Books. Paperback. Book Condition: New. Paperback. 106 pages. Dimensions: 9.0in. x 6.0in. x 0.3in.This book is about my cousin, Billy a guy who taught me a lot over the years and who...

Save eBook »

Write Better Stories and Essays: Topics and Techniques to Improve Writing Skills for Students in Grades 6 - 8: Common Core State Standards Aligned

Createspace Independent Publishing Platform, United States, 2012. Paperback. Book Condition: New. 277 x 211 mm. Language: English . Brand New Book ***** Print on Demand *****.Mr. George Smith, a children s book author, has been... Save eBook »

\rightarrow	
\rightarrow	

Animation for Kids with Scratch Programming: Create Your Own Digital Art, Games, and Stories with Code Mentorscloud LLC, United States, 2015. Paperback. Book Condition: New. 254 x 178 mm. Language: English . Brand New Book ***** Print on Demand *****.Think Logically. Present Artistically. The myth: Programming is only for kids who... Save eBook »

\rightarrow
Ť

Read Write Inc. Phonics: Yellow Set 5 Storybook 9 Grow Your Own Radishes

Oxford University Press, United Kingdom, 2016. Paperback. Book Condition: New. Tim Archbold (illustrator). 175 x 148 mm. Language: N/A. Brand New Book. These engaging Storybooks provide structured practice for children learning to read the Read... Save eBook »