



Game Physics Engine Development: How to Build a Robust Commercial-grade Physics Engine for Your Game (2nd Revised edition)

By Ian Millington

Taylor & Francis Inc. Paperback. Book Condition: new. BRAND NEW, Game Physics Engine Development: How to Build a Robust Commercial-grade Physics Engine for Your Game (2nd Revised edition), Ian Millington, Physics is really important to game programmers who need to know how to add physical realism to their games. They need to take into account the laws of physics when creating a simulation or game engine, particularly in 3D computer graphics, for the purpose of making the effects appear more real to the observer or player. The game engine needs to recognize the physical properties of objects that artists create, and combine them with realistic motion. The physics ENGINE is a computer program that you work into your game that simulates Newtonian physics and predict effects under different conditions. In video games, the physics engine uses real-time physics to improve realism. This is the only book in its category to take readers through the process of building a complete game-ready physics engine from scratch. The Cyclone game engine featured in the book was written specifically for this book and has been utilized in iPhone application development and Adobe Flash projects. There is a good deal of master-class level information available, but...



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Reviews

This book is definitely not straightforward to get started on studying but extremely exciting to read. It is really simplistic but shocks in the 50 percent of the ebook. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Ally Reichel**

This publication is amazing. It is definitely basic but shocks in the fifty percent of your publication. You wont feel monotony at anytime of your own time (that's what catalogues are for concerning if you question me).

-- **Prof. Kirk Cruickshank DDS**