

Game Physics Applied: Wheeled Vehicle Dynamics

Vehicle physics exist in many of today's games, from open world adventures to traditional racing games. The choice of topics in this book is tightly focused to enable experienced games programmers to understand the complexity of the physical forces involved and to learn to simulate them. An introduction to the fundamental physical concepts that govern the behavior of wheeled vehicles in a straightforward and practical way ensures that readers have ample opportunities to apply ideas and experiment with the possibilities.

Key Features - Demonstrates how understanding the basic concepts can help programmers create more realistic wheeled vehicles - Covers the main points required to implement realistic vehicle dynamics - Provides industry proven techniques to improve development of wheeled vehicles



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