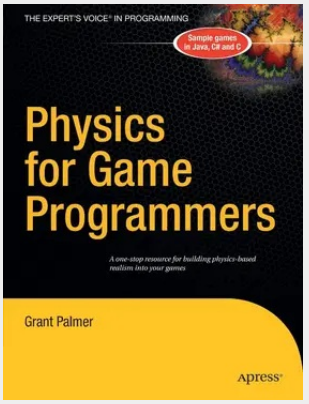
Palmer

Physics for Game Programmers

Physics for Game Programmers shows you how to infuse compelling and realistic action into game programming even if you dont have a college-level physics background! Author **Grant Palmer** covers basic physics and mathematical models and then shows how to implement them, to simulate motion and behavior of cars, planes, projectiles, rockets, and boats.

This book is neither code heavy nor language specific, and all chapters include unique, challenging exercises for you to solve. This unique book also includes historical footnotes and interesting trivia. You'll enjoy the conversational tone, and rest assured: all physics jargon will be properly explained.

This book illustrates how to infuse compelling and realistic action into game programming-even if you don't have a college-level physics background! This book covers the basic physics and mathematical models and then shows clearly how to implement them basics to accurately simulate the motion and behavior of cars, planes, projectiles, rockets, and boats.



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Nicht mehr lieferbar

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