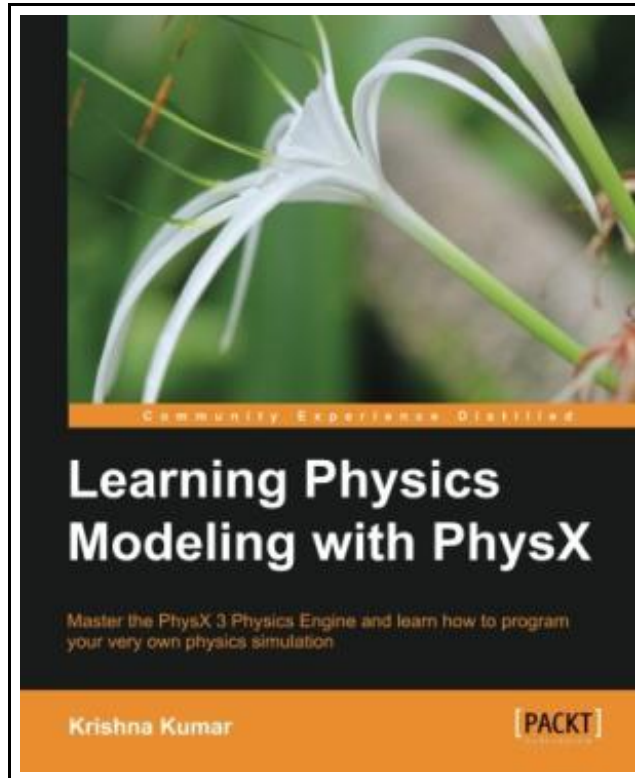


Learning Physics Modeling with PhysX



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Reviews

This book is indeed gripping and interesting. It really is rally exciting through studying period. Its been written in an extremely easy way and is particularly merely soon after i finished reading this book through which in fact changed me, affect the way i think.
(Aisha Lemke)

LEARNING PHYSICS MODELING WITH PHYSX



Packt Publishing. Paperback. Book Condition: New. Paperback. 104 pages. Dimensions: 9.1in. x 7.5in. x 0.4in. Master the PhysX 3 Physics Engine and learn how to program your very own physics simulation Overview Learn everything you need to know about PhysX programming from scratch Master the most advanced features of the PhysX Physics Engine Code examples are included in each chapter to help you learn quickly and efficiently In Detail In this day and age, physics engines play a very critical role in the success of a sophisticated game. PhysX is a state-of-the-art cross-platform physics engine widely used by top game studios and developers. It contains all the physics-related components you will need and exploits the parallel-processing capability of modern GPUs as well as multi-core CPUs to make a game as physically-realistic as possible. This book will help you to program and simulate games by using PhysX 3. Learning Physics Modeling with PhysX helps you to master physics simulation using the PhysX Physics Engine from scratch. This is useful not only for game developers, but also for developers making virtual walkthroughs or training and other simulation applications. It will cover all the essential features of PhysX 3 with easy-to-understand code snippets and examples to help you learn quickly and efficiently. This book will start off by introducing you to the basic concepts of physic engines and will give you a glimpse of PhysX implementation. We then gradually cover more sophisticated topics with sample source code so that you can see what you have learned in action. We will cover the history and features of the PhysX SDK as well as how to configure it with the C compiler. After touching upon essential topics like rigid body dynamics and collision detection, we will gradually move on to more advanced topics like joints, scene...



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