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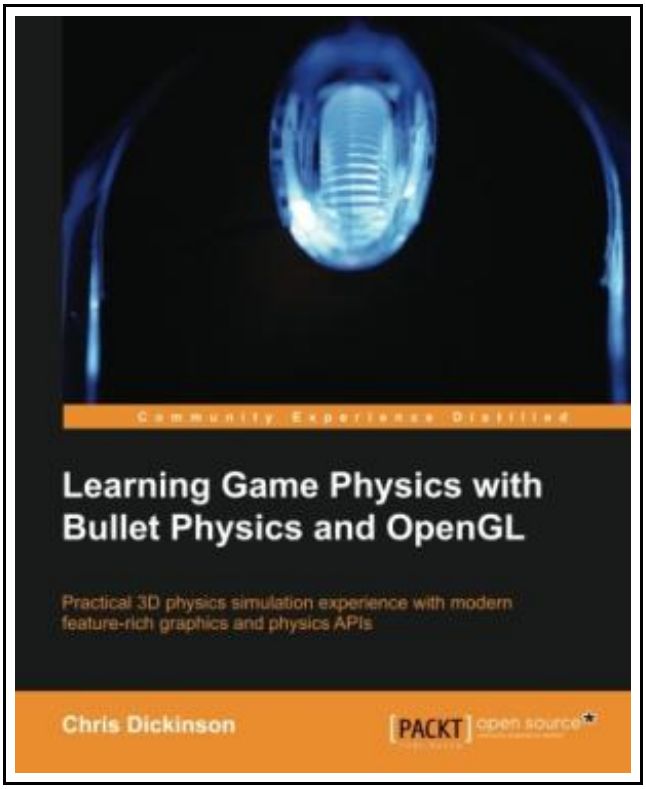

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Reviews

This book may be worth purchasing. I am quite late in start reading this one, but better then never. Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Esta Price)

LEARNING GAME PHYSICS WITH BULLET PHYSICS AND OPENGL

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Packt Publishing. Paperback. Book Condition: New. Paperback. 126 pages. Dimensions: 9.1in. x 7.5in. x 0.4in.Practical 3D physics simulation experience with modern feature-rich graphics and physics APIs Overview Create your own physics simulations and understand the various design concepts of modern games Build a real-time complete game application, implementing 3D graphics and physics entirely from scratch Learn the fundamental and advanced concepts of game programming using step-by-step instructions and examples In Detail Physics simulation is an integral part of almost all game development projects as it is essential to the rules and feel of the game (gameplay) regardless of the projects scale. Bullet is a 3D Collision Detection and Rigid Body Dynamics Library for games, and special effects for film and animations. Bullet is integrated into many 3D modelers including Maya, Houdini, Cinema 4D, LightWave, and Blender. It is free for commercial use and open source under the permissive ZLib License. A comprehensive guide to start building games with the Bullet Physics library. Learn how modern physics engines work by implementing key features such as collision event systems, user input handling, and simulation of soft bodies. Then learn to control it all with forces, constraints, and robust object management. This book will reveal whats going on under the hood of two modern and feature-rich graphics and physics APIs; OpenGL and Bullet Physics. This book begins by teaching you to write your first OpenGL application, and then dives in to exploring the many features of the Bullet library in a straightforward manner. Each new feature expands upon the last, teaching you more about how physics is simulated in a video game, and how Bullet gives you the power to control every aspect of your simulation. You will learn how to render simple and complex shapes, apply some basic lighting, and construct a...

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