Learning Physics Modeling with PhysX

By Krishna Kumar

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...

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