

Physics For Game Programmers

[DOWNLOAD HERE](#)

Basic Concepts.- Newtonian Mechanics.- Basic Kinematics.- Solving Differential Equations.- Projectiles.- Collisions.- Balls (footballs, baseballs, golf balls, etc).- Cars and motorcycles.- Boats.- Airplanes.- Missiles and Rockets.- Physics of Solids (piercing, bending, heat conduction, etc).- Explosions.- Lasers.- Monte Carlo and Probabilistic Simulations. EAN/ISBN : 9781430200215 Publisher(s): Springer, Berlin, APress
Discussed keywords: Computerspiele (Programmierung/Entwicklung) Format: ePub/PDF Author(s): Palmer, Grant

[DOWNLOAD HERE](#)

Similar manuals: