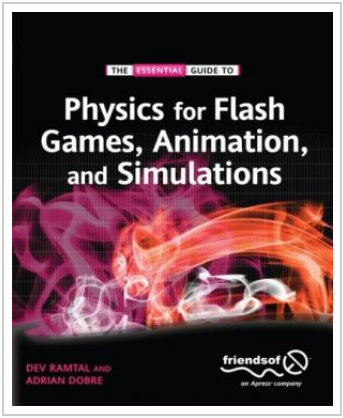

Physics for Flash Games, Animation, and Simulations

By Dev Ramtal

friendsofED. Paperback. Condition: New. 558 pages. Dimensions: 9.2in. x 7.5in. x 1.3in.Physics for Flash Games, Animation, and Simulations teaches ActionScript programmers how to incorporate real physics into their Flash animations, games, user interfaces, and simulations. Introduces Flash physics in an accurate, but approachable way, covering what is required to produce physically realistic simulations (as opposed to animations that look roughly right) Packed full of practical examples of how physics can be applied to your own games and applications Addresses the diverse needs of game developers, animators, artists, and e-learning developers The book assumes a basic knowledge of ActionScript and Flash. However, no previous knowledge of physics is requiredonly somevery basic math skills. The authors present everything from basic principlesto advanced concepts, soyoull be able tofollowthe logic and easilyadapt the principles to your own applications. The book builds on your physics knowledge, enabling you to create notonly visualeffects, butalso more complex models and simulations. What youll learn Basic math and physics youll need to incorporate realism into your games, animations and simulations How toincorporate a wide range of forces, including environmental forces such as gravity and friction, and forces due to fluids, such as drag and upthrust How to build a...

Reviews

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