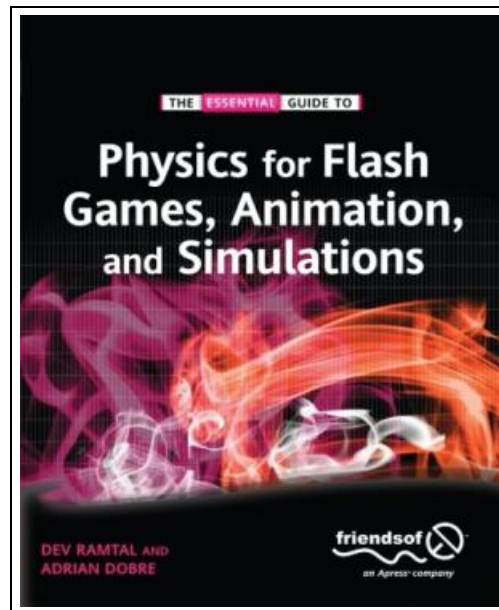# Physics for Flash Games, Animation, and Simulations

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Reviews

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(Ena Klein MD)

PHYSICS FOR FLASH GAMES, ANIMATION, AND SIMULATIONS

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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 number of realistic simulations, like submarines and flight simulators How to model particle systems and use them for generative art and to create effects, such as smoke Numerical subtleties, including accuracy and stability of integration schemes and handling boundary conditions properly; and how and when to use approximations and analytical solutions Who this book is for Flash developers interested in incorporating real physics into their games, animations, simulations or generative art projects. Table of Contents Introduction to Physics Programming Selected ActionScript 3. 0 Topics Some Math Background Basic Physics Concepts The Laws Governing Motion Gravity, Orbits, and Rockets Contact and...

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