

# Game Physics: A Practical Introduction

Kenwright

## Abstract

Book details: Game Physics: A Practical Introduction. Developers apply physics in games for a variety of reasons, but the most important factors to consider are intuitiveness and fun factor. If an object in a game does not behave in a predictable way, it would be tough for the player to figure out how to play.

## About

About the book:

We show you how to incorporate real physics into your games to deliver truly stunning simulations to satisfy the most demanding gamers. Game Physics: A Practical Introduction presents an easy-going hands on approach to writing physics for games. The book uses a step-by-step approach with an in-depth down-to-earth introduction to the mathematics behind physics. The essential mathematics are introduced in a no-nonsense practical approach with examples to give the reader a solid understanding. The book aims to help the reader link the theoretical and practical aspects using stripped down code samples. The book is intended to show the reader how to incorporate real physics into their games.

[+] Master the basic maths and physics needed to incorporate realism into your games.

[+] Understand how forces such as gravity, friction and wind can be added to your gaming environment.

[+] Code 2D and 3D physics simulations, like rag-dolls and smashables.

[+] Construct a particle system for simulating effects, such as dust and smoke.

[+] Develop and understanding simulation inaccuracies, numerical problems and approximations and how to deal with them.

## Paperback

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[Amazon Page](#)

## References

[Kenwright(2012)] Kenwright. Game Physics: A Practical Introduction. June 2012.

[Kenwright(2021)] Kenwright. Game Physics: A Practical Introduction (Second Edition). October 2021.