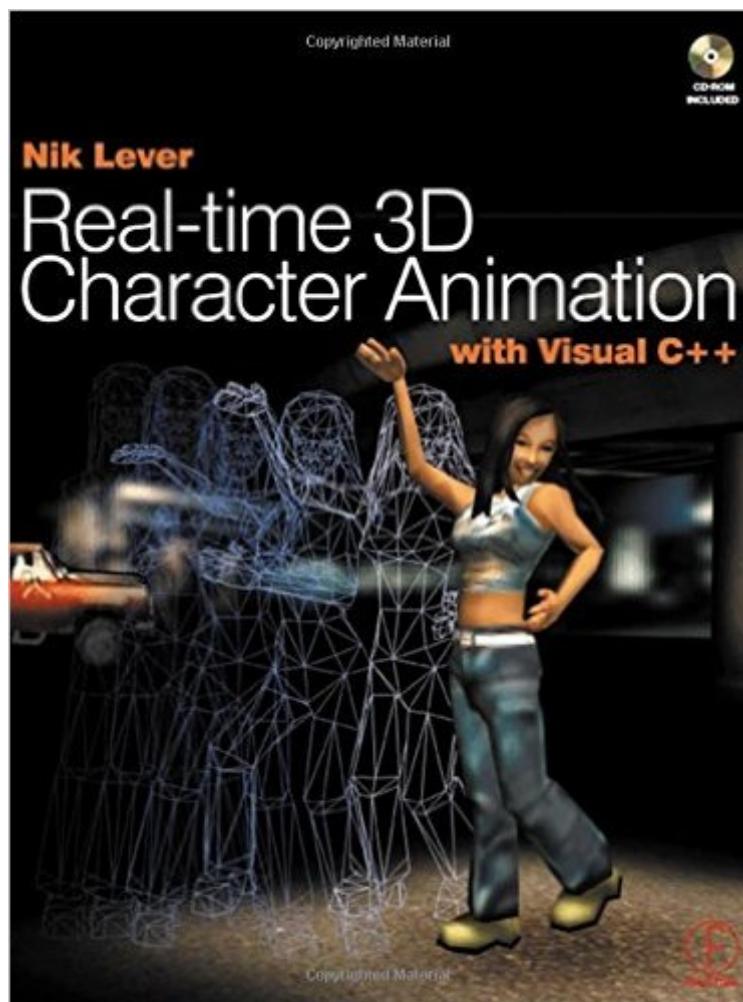


The book was found

Real-time 3D Character Animation With Visual C++



Synopsis

Do you have some experience and a reasonable knowledge of C++ and want to write your own computer games? Have you ever looked at a PC or Playstation (R) game with characters running and leaping through an exciting landscape and wondered how it was done? If so then this book will give you all the information you need to achieve this goal, whether you are a hobby programmer, student or even a professional wanting to add that third dimension to your website. Nik Lever takes you through the journey from the basics of 3D manipulation all the way to morph objects and sub-division surfaces. On the way you get Visual C++ project files to study and software that runs on the Windows desktop. The free CD-ROM gives you a full-featured development environment for 3D character animation, so even if you find some of the maths and the code hard to follow straight away you can still create your own games. The game engine (Toon3DCreator) provided free and fully functional on the CD-ROM, even has an ActiveX control that allows you to distribute your work on the Internet. All source code for Toon3D is included on the CD. You will also get an insight into the artist's problems; learn how to keep the characters interesting while not exhausting the game engine. Understand the complete picture and make the most of your skills to help you succeed in, or break into the computer gaming industry with this comprehensive guide to programming for real-time 3D character animation.

Book Information

Paperback: 496 pages

Publisher: Focal Press; PAP/CDR edition (December 19, 2001)

Language: English

ISBN-10: 0240516648

ISBN-13: 978-0240516646

Product Dimensions: 7.4 x 1 x 9.8 inches

Shipping Weight: 3.1 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars Â See all reviews Â (4 customer reviews)

Best Sellers Rank: #1,848,142 in Books (See Top 100 in Books) #38 in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Visual C++ #295 in Books > Arts & Photography > Other Media > Video Games #380 in Books > Computers & Technology > Graphics & Design > 3D Graphics

Customer Reviews

The language is simple and direct. Nik really touches the subject in depth and keeps the math

simple. The sample code is also very useful. I found fairly easy to modify for my custom applications. The book has been teaching me a lot. I've been even learning about GL and MFC with his book. If you need to learn about character animation, Nik's book must be on your collection! Looking forward to the next one.

great book

The title on the book reads C++. It is detailed, and concise, Covers the nitty gritty of all the scary details down to Forward and Reverse Kinematics. Lightwave, and 3DS ascii file parsing, Motion Capture, and the Author's own Toon3D Engine. Thoroughly Enriched, Well Researched, and Easy to Read (for as complicated and detailed as this material is). well laid out. Definitely Hard Core Food for Thought. Thank You Nik.

It's probably just that I was expecting to much, but I was hoping that there would be simpler methods to animate, than I found in this book. What I actually wanted was something along the line of a graphical user interface method/explanation for animation.

[Download to continue reading...](#)

Real-time 3D Character Animation with Visual C++ Real Time Systems and Programming Languages: Ada 95, Real-Time Java and Real-Time C/POSIX (3rd Edition) Real Estate: Learn to Succeed the First Time: Real Estate Basics, Home Buying, Real Estate Investment & House Flipping (Real Estate income, investing, Rental Property) Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Real-time Operating Systems (The engineering of real-time embedded systems Book 1) Memory Controllers for Real-Time Embedded Systems: Predictable and Composable Real-Time Systems: 2 Star Wars: Star Wars Character Description Guide (A New Hope) (Star Wars Character Encyclopedia Book 1) Integrated Chinese: Level 2, Part 1 (Simplified and Traditional Character) Character Workbook (Cheng & Tsui Chinese Language Series) (Chinese Edition) Integrated Chinese: Level 1, Part 2 Character Workbook (Traditional & Simplified Character) (Chinese Edition) The Best Homemade Kids' Lunches on the Planet: Make Lunches Your Kids Will Love with Over 200 Deliciously Nutritious Lunchbox Ideas - Real Simple, Real Ingredients, Real Quick! Lupus: Real Life, Real Patients, Real Talk MORE True Time Travel Stories: Amazing Real Life Stories in The News (Time Travel Books Book 2) How to Build a Time Machine: The Real Science of Time Travel Time Travel and Our Parallel Worlds: Part 3 - All New In-Depth Real Life Stories In the News (Time Travel and Parallel

Worlds Book 6) An Introduction to Programming Using Visual Basic 2012(w/Visual Studio 2012 Express Edition DVD) (9th Edition) Expert Visual C++/CLI: .NET for Visual C++ Programmers (Expert's Voice in .NET) Visual Basic: Crash Course - The Ultimate Beginner's Course to Learning Visual Basic Programming in Under 12 Hours The Visual Story: Creating the Visual Structure of Film, TV and Digital Media Controlar AutoCAD con AutoLISP/Visual LISP (Experto AutoCAD con Visual LISP n.º 2) (Spanish Edition) Grandes Civilizaciones/ Ancient Worlds (Biblioteca Visual Juvenil / Juvenile Visual Library) (Spanish Edition)

[Dmca](#)