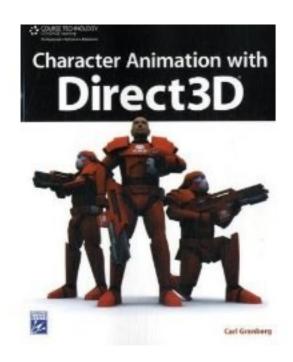
Character Animation With Direct3D



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著者:Granberg, Carl

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Do you want to learn how to make your game characters look and move more realistically? Character Animation with Direct3D shows you how to apply fundamental character animation techniques to Direct3D technology to bring your characters to life. Beginning with a brief history of character animation, you?ll be introduced to the most common types of character animation. This book covers skeletal animation, morphing, inverse kinematics, ragdoll animation, and much more. You?ll start with a basic 3D character that you?ll bring to life as you work your way through each chapter. Throughout the course of the book you?ll learn how to create a character that can walk, talk, collide with objects, fall, and more. You?ll utilize skeletal animation for overall movement and morphing animation techniques for more refined movement such as changes in facial expression. You can apply the character animation skills you

learn in this book to any game genre. Character Animation with Direct3D is perfect fo any game developer looking to create more life-like and interesting game characters.
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 Character Animation With Direct3D_下载链接1_
书 <u>评</u>
不知道到还有没有比这本更适合的Animation入门书,我只知道这一本入门的。从阅读技术门槛上来讲,看完龙书拿起这本刚好(HLSL上看的会有点累,具体要求见本书开头部分)。考虑到入门定位,代码清晰易懂(作者也声明了书里代码不是最高效的)。配套的代码还不错,基

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