

Character Animation With Direct3D



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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 for any game developer looking to create more life-like and interesting game characters.

作者介绍:

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标签

游戏开发

animation,

animation

游戏编程

DirectX

图形学

编程

游戏引擎

评论

入门好书

从2014.5.9读到7.4。基本上算是动画的入门书。

五星 没说的

入门好书

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书评

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...

我知道这本书是基于D3D的，不过在看了几页后发现，本书在渲染和场景图方面大量使用已经废弃的D3DX库，虽然在写作本书的时候，D3DX库还是很好用的，但现在无疑已经过时。对此略有失望。好在这本书的重点是讲解动画系统，所以这一点失望还算是无关紧要。书的前两章分别介绍了本...

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