



Game Inverse Kinematics: A Practical Introduction

By Kenwright

CreateSpace Independent Publishing Platform. Paperback. Book Condition: New. This item is printed on demand. Paperback. 120 pages. Dimensions: 8.9in. x 5.9in. x 0.5in. Game Inverse Kinematics: A Practical Introduction, presents an uncomplicated practical approach using simplified implementation examples to introduce the reader to inverse kinematic for interactive scenes. The book explains basic principles all the way through to testing and coding, while illustrating and explaining working examples to give the reader a solid grasp of the topic. The book follows a step-by-step approach, introducing basic principles and problems related to the different inverse kinematic techniques, including analytical, heuristic, and global approaches. All in all, the book presents a practical point of view with implementation details, limitations, engineering workarounds, and common pitfalls. Master the basic maths and principles needed to incorporate inverse kinematics into your simulation Code 2D and 3D inverse kinematic simulations, such as articulated characters and push-pull pulley systems Construct articulated kinematic structures for generated character poses Develop an understanding for simulation inaccuracies, numerical problems, approximations, and how to deal with them This item ships from La Vergne, TN. Paperback.

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