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Learning Physics Modeling with PhysX helps you to master physics simulation using the PhysX Physics Engine from scratch. This is useful not only for game developers, but also for developers making virtual walkthroughs or training and other simulation applications.

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Learning Physics Modeling with PhysX: Master the PhysX 3 Physics Engine and learn how to program your very own physics simulation. In this day and age, physics engines play a very critical role in the success of a sophisticated game. PhysX is a state-of-the-art cross-platform physics engine widely used by top game studios and developers. It contains all the physics-related components you will need and exploits the parallel-processing capability of modern GPUs as well as multi-core CPUs to ...

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Learning Physics Modeling with PhysX introduces the reader to the powerful physics engine PhysX. This engine is capable of simulating a variety of physical systems, such as rigid and soft body dynamics with constraints, fluid dynamics, collisions, particles, and so.

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Learning Physics Modeling with PhysX helps you to master physics simulation using the PhysX Physics Engine from scratch. This is useful not only for game developers, but also for developers making virtual walkthroughs or training and other simulation applications.

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Nvidia PhysX is a state-of-the-art physics engine, which provides the following features: Rigid body dynamics : Rigid body dynamics is the most essential aspect of physics simulation, and makes use of physics concepts such as position, velocity, acceleration, forces, momentum, impulse, friction, collision, constraints, and gravity.

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the PhysX Physics Engine from scratch. This is useful not only for game developers, but also for developers making virtual walkthroughs or training and other simulation applications.

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