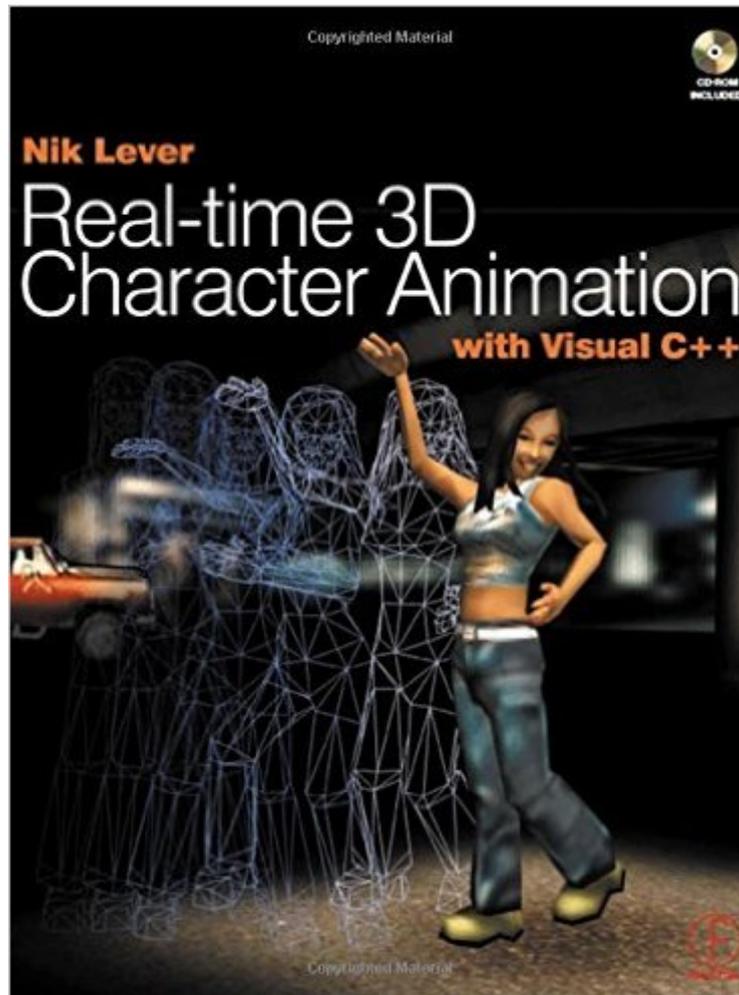The book was found

# 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

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## 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 grittyof 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 methodsto animate, than I found in this book.What I actually wanted was something along the lineof a graphical user interface method/explanation foranimation.

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