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Sommario/riassunto	Computer games, animation and modeling all have a common root in physics. It is only through the application of physics and mathematics that computer generated characters and objects can come to life. Physically Based Modeling and Animation goes behind the scenes of computer animation and details the mathematical, algorithmic, and numerical equations that make up the movement of virtual characters, as well as, the worlds they reside in. Dr. Donald House and Dr. John Keyser offer an approachable, hands-on view of the equations and programming that help guide the reader through the foundations of this field and help them in mastering everything they need to know in order to refine their creations.