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Titolo	Real-Time Visual Effects for Game Programming / / by Chang-Hun Kim, Sun-Jeong Kim, Soo-Kyun Kim, Shin-Jin Kang
Pubbl/distr/stampa	Singapore : , : Springer Singapore : , : Imprint : Springer, , 2015
ISBN	981-287-487-9
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (238 p.)
Collana	Gaming Media and Social Effects, , 2197-9685
Disciplina	004 005.11 006.3 530.15 620
Soggetti	Computational intelligence Computer programming Mathematics Visualization Physics Computational Intelligence Programming Techniques Mathematical Methods in Physics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Basic Concepts of Visual Effects -- Water and Bubbles -- Smoke -- Fire and Ice -- Fluid Interaction -- Real-Time Visual Effects Programming.
Sommario/riassunto	This book introduces the latest visual effects (VFX) techniques that can be applied to game programming. The usefulness of the physicality-based VFX techniques, such as water, fire, smoke, and wind, has been proven through active involvement and utilization in movies and images. However, they have yet to be extensively applied in the game industry, due to the high technical barriers. Readers of this book can learn not only the theories about the latest VFX techniques, but also the methodology of game programming, step by step. The practical VFX processing techniques introduced in this book will provide very helpful

information to game programmers. Due to the lack of instructional books about VFX-related game programming, the demand for knowledge regarding these high-tech VFXs might be very high.