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Character Animation With Direct3D

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Character Animation With Direct3D Carl Granberg
Do you want to learn how to make your game characters look and move more realistically? Character Animation with Direct3D shows you how to apply fundamental character animation techniques to Direct3D technology to bring your characters to life. Beginning with a brief history of character animation, you'll be introduced to the most common types of character animation.This book covers skeletal animation, morphing, inverse kinematics, ragdoll animation, and much more. You'll start with a basic 3D character that you'll bring to life as you work your way through each chapter. Throughout the course of the book you'll learn how to create a character that can walk, talk, collide with objects, fall, and more.You'll utilize skeletal animation for overall movement and morphing animation techniques for more refined movement such as changes in facial expression. You can apply the character animation skills you learn in this book to any game genre. Character Animation with Direct3D is perfect for any game developer looking to create more life-like and interesting game characters.

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