



# Beginning Math and Physics for Game Programmers

*Wendy Stahler*

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## **Beginning Math and Physics for Game Programmers** Wendy Stahler

Whether you're a hobbyist or a budding game design pro, your objective is probably the same: To create the coolest games possible using today's increasingly sophisticated technology. To do that, however, you need to understand some basic math and physics concepts. Not to worry: You don't need to go to night school if you get this handy guide! Through clear, step-by-step instructions, author Wendy Stahler covers the trigonometry snippets, vector operations, and 1D/2D/3D motion you need to improve your level of game development. Each chapter includes exercises to make the learning stick, and Visualization Experience sections are sprinkled throughout that walk you through a demo of the chapter's content. By the end of the volume, you'll have a thorough understanding of all of the math and physics concepts, principles, and formulas you need to control and enhance your user's gaming experience.

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