



# Programming Dynamic Character Animation (With CD-ROM) (Advances in Computer Graphics and Game Development)

*David Paull*

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## **Programming Dynamic Character Animation (With CD-ROM) (Advances in Computer Graphics and Game Development) David Paull**

This book focuses on the programming that is needed to create and animate 3D models, and to render them using Direct3D or OpenGL hardware acceleration. The book and accompanying CD-ROM describe the full path, starting with source code for a rendering engine and animator. The engine can be used to render any 3D environment and characters for any game genre. Most applications using this rendering engine are automatically compatible with Direct3D, Open GL, and future API plug-ins. The book includes a thorough discussion of quaternions, key frame animation, and modeling techniques. The source code was written in C/C++.

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