

Game Physics Engine Development: How To Build A Robust Commercial-Grade Physics Engine For Your Game

By Ian Millington

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Game Physics Engine Development Game Physics Engine Development. Ian Millington carefully describes each step in the creation of a robust, usable physics engine.

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I am trying to simulate a buoyancy force for objects submerged/suspended in a fluid in a 2D environment. According to Game Physics: Engine Development: How to Build a

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