
Table of Contents

Preface	ix
1. Basic Concepts	1
Newton's Laws of Motion	1
Units and Measures	2
Coordinate System	4
Vectors	5
Mass, Center of Mass, and Moment of Inertia	5
Newton's Second Law of Motion	15
Inertia Tensor	19
2. Kinematics	25
Introduction	25
Velocity and Acceleration	26
Constant Acceleration	28
Nonconstant Acceleration	30
2D Particle Kinematics	31
3D Particle Kinematics	33
Kinematic Particle Explosion	43
Rigid Body Kinematics	49
Local Coordinate Axes	49
Angular Velocity and Acceleration	50
3. Force	57
Introduction	57
Force Fields	58
Friction	59

Fluid Dynamic Drag	60
A Note on Pressure	62
Buoyancy	62
Springs and Dampers	64
Force and Torque	65
4. Kinetics	69
Particle Kinetics in 2D	70
Particle Kinetics in 3D	75
Rigid Body Kinetics	82
5. Collisions	87
Impulse-Momentum Principle	88
Impact	89
Linear and Angular Impulse	95
Friction	98
6. Projectiles	101
Simple Trajectories	102
Drag	106
Magnus Effect	114
Variable Mass	118
7. Aircraft	121
Geometry	122
Lift and Drag	124
Other Forces	129
Control	130
Modeling	132
8. Ships	146
Flotation	147
Volume	149
Resistance	159
Virtual Mass	161
9. Hovercraft	163
How They Work	163
Resistance	165

10. Cars	168
Resistance	168
Power	169
Stopping Distance	170
Roadway Banking	171
11. Real-Time Simulations	172
Integrating the Equations of Motion	173
Euler’s Method	174
Other Methods	180
12. 2D Rigid Body Simulator	184
Model	185
Integration	191
Flight Controls	194
Rendering	198
13. Implementing Collision Response	205
Linear Collision Response	206
Angular Effects	211
14. Rigid Body Rotation	223
Rotation Matrices	224
Quaternions	227
15. 3D Rigid Body Simulator	230
Model	231
Integration	235
Flight Controls	238
Rendering	242
16. Multiple Bodies in 3D	249
Model	250
Integration	264
Collision Response	266
Tuning	269
17. Particle Systems	271
Model	272
Integration	281

Collision Response	282
Tuning	283
Appendix A: Vector Operations	285
Appendix B: Matrix Operations	295
Appendix C: Quaternion Operations	303
Bibliography	313
Index	319