

PHYSICISTS CREATE

"Computer games are becoming more and more lifelike and my design team makes this happen. We use what we know about physics to create realistic 'virtual worlds'."

"We tell the program how light reflects off surfaces. This adds depths to the scenes and brings them to life. We also use physics equations to make the objects move in a realistic way. The virtual objects obey the laws of physics – just like they would in real life."

IOP Institute of Physics

76 Portland Place, London W1B 1NT
www.iop.org

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