



Collision Detection in Interactive 3D Environments (Mixed media product)

By Gino Van Den Bergen

ELSEVIER SCIENCE TECHNOLOGY, United States, 2003. Mixed media product. Condition: New. New. Language: English . Brand New Book. The heart of any system that simulates the physical interaction between objects is collision detection-the ability to detect when two objects have come into contact. This system is also one of the most difficult aspects of a physical simulation to implement correctly, and invariably it is the main consumer of CPU cycles. Practitioners, new to the field or otherwise, quickly discover that the attempt to build a fast, accurate, and robust collision detection system takes them down a long path fraught with perils and pitfalls unlike most they have ever encountered. Without in-depth knowledge and understanding of the issues associated with engineering a collision detection system, the end of that path is an abyss that has swallowed many a good programmer! Gino van den Bergen s new book is the story of his successful journey down that path. The outcome is his well-known collision detection system, the Software Library for Interference Detection (SOLID). Along the way, he covers the topics of vector algebra and geometry, the various geometric primitives of interest in a collision system, the powerful method of separating axes for...



[READ ONLINE](#)
[2.43 MB]

Reviews

Good eBook and beneficial one. It really is simplified but unexpected situations from the 50 percent from the ebook. You can expect to like the way the blogger publish this ebook.

-- **Bridie Stracke DDS**

This book is so gripping and fascinating. Of course, it is actually perform, still an interesting and amazing literature. You will not feel monotony at anytime of your respective time (that's what catalogs are for about in the event you request me).

-- **Prof. Ophelia Wiegand I**