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Detection Real Time

Collision Detection

The

Yet collision detection is notoriously difficult to implement robustly and takes up an increasingly large fraction of compute

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clearly and in detail, but Ericson's book covers crucial implementation issues, including geometric and numeric ...

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~~Ericson, Christer ...~~

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strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators.

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This is the companion site for the book Real-Time Collision

Detection by Christer Ericson (Morgan Kaufmann, 2005).

You can find an errata linked from the left of the screen. If you have corrections for either text or code, please email them to me at: christer 'at-sign' realtimecollision

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detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators.

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With a typical update rate of 60 frames per second, a minimal

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amount of time is available for determining the intersection status of all objects in the world at a given time in order to maintain a believable simulation.

Real-Time Collision Detection is a comprehensive, in-depth survey of the data structures and algorithms that make

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realtimedetection.net

As many have probably noted, I haven't had much

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time or energy for updating this blog in quite a while....

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GPS module will send the coordinates that it receives from the satellite on a real time basis of the vehicle via GSM module to the website, where the operator can view the locations of the

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Detection and send help appropriately. The entire system is simulated to understand its effectiveness in handling collision detection.

~~Real Time Collision Detection and Fleet Management System~~

...

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I'm not sure how to handle the actual physics simulation after collision detection, probably with a `btCompoundShape`)
Last edited by dim_tz on Tue Sep 16, 2014 12:20 pm, edited 2 times in total.

~~Collision detection~~
~~Concave -> Compound~~

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