



COMP220: Graphics & Simulation

9: The Bullet physics engine

Representing rotations



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- ▶ <http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-17-quaternions/>

Bullet



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We are going to:

- ▶ Download the Bullet source code from <http://bulletphysics.org/>
- ▶ Compile it
- ▶ Look at the demo application
- ▶ Integrate Bullet with our OpenGL application