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TIME COLLISION DETECTION



Taylor & Francis Ltd. Jan 2005, 2005. Buch. Condition: Neu. Neuware - Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators. Of the many topics covered, a key focus is on spatial and...

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- Authored by Christer Ericson
- Released at 2005



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Reviews

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-- **Sonia Block I**

This is the greatest pdf i actually have go through right up until now. It is actually packed with knowledge and wisdom I found out this book from my dad and i advised this publication to find out.

-- **Arely Rath**

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