

Paper: Convex Covering

Jan “scymtym” Moringen

Yukari “Shinmera” Hafner

jmoreinge@techfak.uni-bielefeld.de

shinmera@tymoon.eu

Shirakumo.org

Zürich, Switzerland

ABSTRACT

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CCS CONCEPTS

• Computing methodologies → Mesh geometry models; Computer graphics; • Applied computing → Media arts.

KEYWORDS

Common Lisp, Convex Decomposition, Games, Video Games, Computer Graphics, Experience Report

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1 INTRODUCTION

2 RELATED WORK

Liu et al.[1]

3 ALGORITHM

4 EXTENSIONS

5 CONCLUSION

6 FURTHER WORK

7 ACKNOWLEDGEMENTS

REFERENCES

- [1] Rong Liu, Hao Zhang, and James Busby. Convex hull covering of polygonal scenes for accurate collision detection in games. In *Graphics interface*, pages 203–210, 2008. URL https://www.cs.sfu.ca/~haoz/pubs/liu_zhang_gi08.pdf.

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