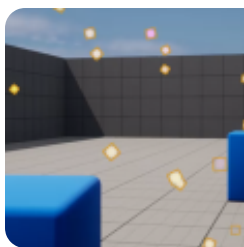# Collisions in Niagara

Learn all about collisions in Niagara.

Collisions in Niagara can be achieved in a variety of ways using the Collision module. Check back on this page in future, since more documentation will be available soon.

GPU Ray Tracing Collisions (Experimental)

Using this experimental feature, you can use hardware ray tracing to create more accurate collisions for GPU simulations.

GPU Raytracing Collisions

Learn how to enable GPU Raytracing Collisions in Niagara.