

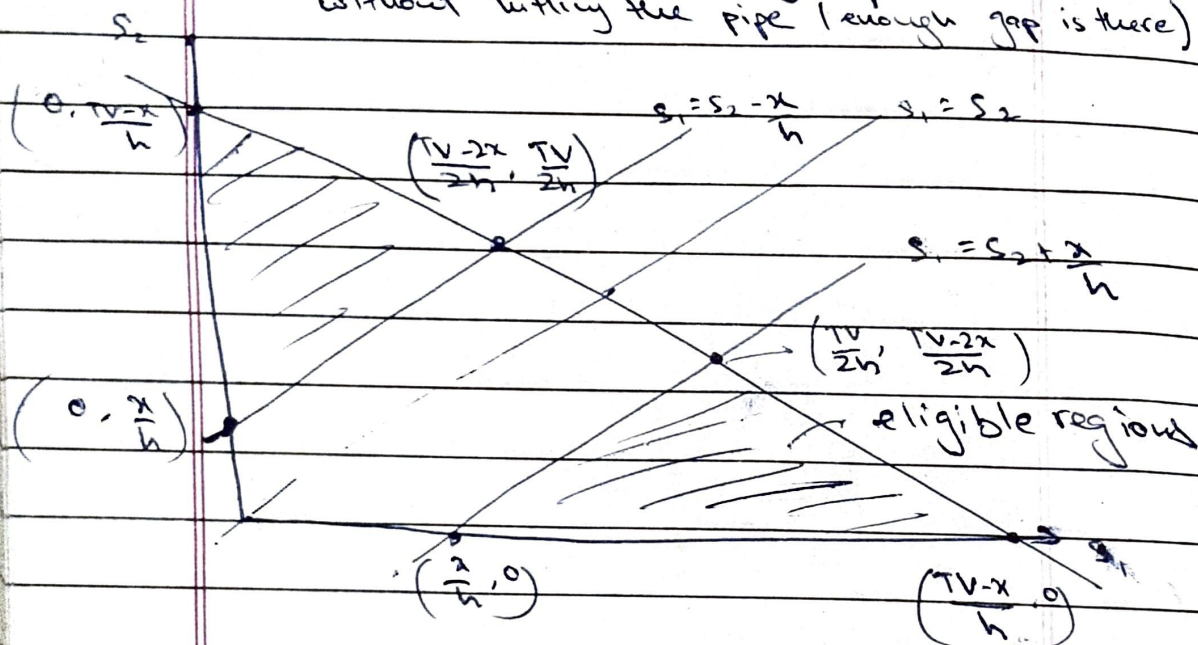
Heights constraints

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$$hs_1 + hs_2 + \text{bird jump}(x) \leq (TV) \quad (1)$$

$$|hs_1 - hs_2| \geq x \quad \text{total screen height (NDC)}$$

So that bird can jump without hitting the pipe (enough gap is there)



- if $\frac{x}{h} < \frac{TV-2x}{2h}$

- if $s_1 < x/h$

$$s_1 + x/h < s_2 \leq \frac{TV-x}{h} - s_1$$

- if $x/h < s_1 < \frac{TV-2x}{2h}$

or

$$0 < s_2 < s_1 - x/h \quad (2)$$

- if $\frac{TV-2x}{2h} < s_1 < \frac{TV}{2h}$

or

- if $\frac{TV}{2h} < s_1 < \frac{TV-x}{h}$

$$0 < s_2 < \frac{TV-x}{h} - s_1$$

- elif $x/h > \frac{TV-2x}{2h}$

• if $S_1 < \frac{TV-2x}{2h}$

$$S_1 + \frac{x}{h} < S_2 < \frac{TV-x}{h} - S_1$$

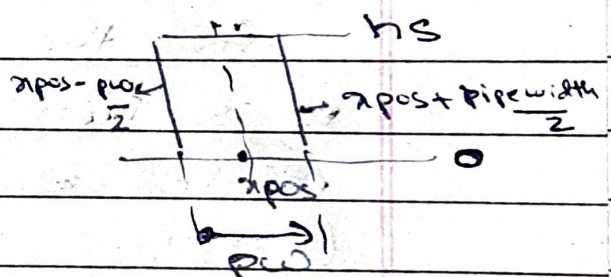
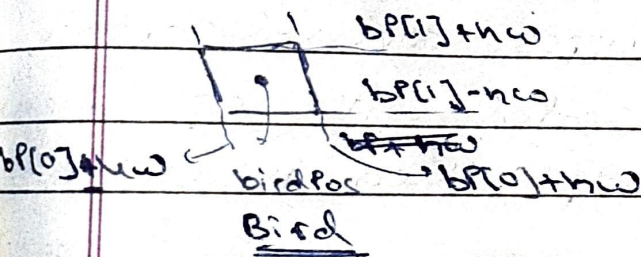
• if $\frac{x}{h} < S_1 < \frac{TV}{2h}$

$$0 < S_2 < S_1 - \frac{x}{h}$$

• if $\frac{TV}{2h} < S_1 < \frac{TV-x}{h}$

$$0 < S_2 < \frac{TV-x}{h} - S_1$$

Collision check



case 1)

$$\text{left edge} < x_{\text{post}} + \frac{pw}{2} < \text{right edge}$$

case (2)



$$x_{\text{post}} + \frac{pw}{2} > \text{right edge}$$

$$x_{\text{pos}} - \frac{pw}{2} < \text{left edge}$$

case 3)



$$\text{left edge} < x_{\text{pos}} - \frac{pw}{2} < \text{right edge}$$

in all the cases

upper edge $\geq 1 - hS_2$
(bird)

lower edge $< hS_1 - 1$

for collision to take place

original pipes designed as



for the upper reversed section,
it is first scaled with S_2 , then
rotated $\approx 180^\circ$ then translated by
(0, 1, 0)

The lower pipe scaled S_1 and translated
by (0, -1, 0)