

Missing pieces

Dr. Giuseppe Maggiore

NHTV University of Applied Sciences
Breda, Netherlands

An actual physics engine?

Points of difference

- How far are we from an actual, commercial engine?
- Turns out, not very
- There are some topics we did not touch
- Some others that we did not deepen enough
- All in all, what you have seen so far is the hard core of a physics engine

An actual physics engine?

Points of difference

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 - For known shapes
 - For arbitrary meshes

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- Constant rotational velocity
- SAT with BSP for the meshes
- Inertia tensor derivation
 - For known shapes
 - For arbitrary meshes
- Inverse kinematics
 - Standalone
 - Within the collision response system

That's it

The course is over

Thank you!