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Description. 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.

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### OBB collision (fixed)

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With a typical update rate of 60 frames per second, a minimal amount of time is available for determining the intersection status of all objects in the world at a given time in order to maintain a believable simulation. Real-Time Collision Detection is a comprehensive, in-depth survey of the data structures and algorithms that make this possible. Taking a practical approach, the book discusses all the important components of an efficient real-time collision detection system.

Yet collision detection is notoriously difficult to implement robustly and takes up an increasingly large fraction of compute cycles in current game engines as increasingly detailed environments are becoming the norm. Real-time Collision Detection is a comprehen-

sive reference on this topic, covering it with both breadth and depth. Not only are the fundamental algorithms explained clearly and in detail, but Ericson's book covers crucial implementation issues, including geometric and numeric ...

This is the companion site for the book Real-Time Collision Detection by Christer Ericson (Morgan Kaufmann, 2005). You can find an errata linked from the left of the screen. If you have corrections for either text or code, please email them to me at: christer 'at-sign' realtimecollisiondetection.net. Update - 6/16/07

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