



Real-Time Collision Detection (The Morgan Kaufmann Series in Interactive 3d Technology)

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Real-Time Collision Detection A guide to the components of efficient real-time collision detection systems. It provides the tools and know-how needed to implement industrial-strength collision detection for the detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators. Full description

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Date : Published December 22nd 2004 by CRC Press

ISBN : 9781558607323

Author : Christer Ericson

Format : Hardcover 632 pages

Genre : Computer Science, Programming, Reference, Science, Technology, Mathematics, Technical



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