

# Real-Time Collision Detection (The Morgan Kaufmann Series In Interactive 3-D Technology) By Christer Ericson

**By Christer Ericson**

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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.

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sweep and prune is a broad phase algorithm used during collision detection to limit the number of pairs of solids that need to be checked for collision, time

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