

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

**By Christer Ericson**

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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

Real-Time Collision Detection. A volume in The Morgan Kaufmann Series in Interactive 3D Technology. 2005, Pages 553 575. References. Christer Ericson;

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I added the report (implementation part is still blank, because I intended to just put a screenshot on the final program, there is no much point in explaining the

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