

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

**By Christer Ericson**

## **Real - Time Collision Detection - ScienceDirect -**

Real-Time Collision Detection A volume in The Morgan Kaufmann Series in Interactive 3D Technology. Author(s): Christer Ericson ISBN: 978-1-55860-732-3 Publisher's  
<http://www.sciencedirect.com/science/book/9781558607323>

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Title: Collision Detection Algorithms in Online Computer Christer Ericson. Real-Time Collision Detection. The Morgan Kaufmann Series in Interactive 3-D Technology.  
[http://www.di.ubi.pt/~joel/mei/2011/Proposta\\_AbelGomes-5.pdf](http://www.di.ubi.pt/~joel/mei/2011/Proposta_AbelGomes-5.pdf)

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<http://q3k.org/gentoomen/Game%20Development/Programming/Real-Time%20Collision%20Detection.pdf>

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This is the companion site for the book Real-Time Collision Detection by Christer Ericson (Morgan Kaufmann, Real-Time Collision Detection has gone into a second  
<http://realtimedetection.net/>

## **Real- time collision detection (eBook, 2005) -**

Real-time collision detection. [Christer Ericson] Morgan Kaufmann series in interactive 3D technology. Responsibility: Christer Ericson.  
<http://www.worldcat.org/title/real-time-collision-detection/oclc/499054835>

## **algorithm - How does 3D collision / object -**

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The Morgan Kaufmann Series in Interactive 3D Technology Real-Time Collision Detection By Christer Ericson Hardbound, 632 Pages Published: December 2004

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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

[http://en.wikipedia.org/wiki/Sweep\\_and\\_prune](http://en.wikipedia.org/wiki/Sweep_and_prune)

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[http://en.wikipedia.org/wiki/BSP\\_tree](http://en.wikipedia.org/wiki/BSP_tree)

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