理论研究

包围盒碰撞检测算法的优化

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摘要 围绕如何提高碰撞检测的速度,对虚拟环境中的物体进行了假设,提出了对碰撞检测进行预处理的方法,并结合各类包围盒的特点,提出了在碰撞检测中针对具有不同几何特征的物体选择不同类型包围盒的混合包围盒算法,分析了不同类型包围盒之间的求交算法,实现了层次包围盒碰撞检测算法的优化,提高了碰撞检测的速度,增强了系统的实时性。

关键词 虚拟环境 碰撞检测 包围盒 预处理 混合包围盒

分类号

Optimization of box-based algorithms for collision detection

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Abstract

How to speedup the algorithms for collision detection is mainly studied, and some hypothesis is made and a method of pretreatment before collision detection is advanced, and a mixed bounding boxes algorithm of selecting different bounding boxes for objects which have different geometrical character is brought forward, and the improvement of box-based algorithms for collision detection is realized after analyzing the algorithm of intersection calculation between bounding boxes, and the algorithm for collision detection is accelerated.

Key words <u>virtual environment</u> <u>collision detection</u> <u>bounding box</u> <u>pretreatment</u> <u>mixed bounding</u> <u>boxes</u>

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