



Guide to Dynamic Simulations of Rigid Bodies and Particle Systems (Simulation Foundations, Methods and Applications)

Murilo G. Coutinho

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This book introduces the techniques needed to produce realistic simulations and animations of particle and rigid-body systems. The text focuses on both the theoretical and practical aspects of developing and implementing physically based dynamic-simulation engines. Each chapter examines numerous algorithms, describing their design and analysis in an accessible manner, without sacrificing depth of coverage or mathematical rigor. Features: examines the problem of computing an hierarchical representation of the geometric description of each simulated object, as well as the simulated world; discusses the use of discrete and continuous collision detection to handle thin or fast-moving objects; describes the computational techniques needed for determining all impulsive and contact forces between bodies with multiple simultaneous collisions and contacts; presents techniques that can be used to dynamically simulate articulated rigid bodies; concludes each chapter with exercises.

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