Review on narrow phase collision detection system in virtual environment

Abstract

Collision detection is one of the most important tools that has been used widely in animation and simulation especially in computer games and medical simulation purpose. One of the critical issues in collision detection system is to actually prepared what kind of technique that is suitable for virtual environment to adapt collision detection system installed. Hence, this research paper described a detailed review on collision detection algorithm mainly in narrow phase collision detection phase. © 2006-2015 Asian Research Publishing Network (ARPN).