Collision/Acceleration

Reading for This Module

• FCG Sect 12.3 Spatial Data Structures
Collision/Acceleration
Collision Detection

- do objects collide/intersect?
  - static, dynamic
- picking is simple special case of general collision detection problem
  - check if ray cast from cursor position collides with any object in scene
  - simple shooting
    - projectile arrives instantly, zero travel time
- better: projectile and target move over time
  - see if collides with object during trajectory
Collision Detection Applications

- determining if player hit wall/floor/obstacle
  - terrain following (floor), maze games (walls)
  - stop them walking through it
- determining if projectile has hit target
- determining if player has hit target
  - punch/kick (desired), car crash (not desired)
- detecting points at which behavior should change
  - car in the air returning to the ground
- cleaning up animation
  - making sure a motion-captured character’s feet do not pass through the floor
- simulating motion
  - physics, or cloth, or something else
From Simple to Complex

- boundary check
  - perimeter of world vs. viewpoint or objects
    - 2D/3D absolute coordinates for bounds
    - simple point in space for viewpoint/objects
- set of fixed barriers
  - walls in maze game
    - 2D/3D absolute coordinate system
- set of moveable objects
  - one object against set of items
    - missile vs. several tanks
  - multiple objects against each other
    - punching game: arms and legs of players
    - room of bouncing balls
Naive General Collision Detection

- for each object $i$ containing polygons $p$
  - test for intersection with object $j$ containing polygons $q$
- for polyhedral objects, test if object $i$ penetrates surface of $j$
  - test if vertices of $i$ straddle polygon $q$ of $j$
    - if straddle, then test intersection of polygon $q$ with polygon $p$ of object $i$
- very expensive! $O(n^2)$
Fundamental Design Principles

- *fast simple tests first*, eliminate many potential collisions
  - test bounding volumes before testing individual triangles
- exploit *locality*, eliminate many potential collisions
  - use cell structures to avoid considering distant objects
- use as much *information* as possible about geometry
  - spheres have special properties that speed collision testing
- exploit *coherence* between successive tests
  - things don’t typically change much between two frames
Example: Player-Wall Collisions

- first person games must prevent the player from walking through walls and other obstacles
- most general case: player and walls are polygonal meshes
- each frame, player moves along path not known in advance
  - assume piecewise linear: straight steps on each frame
  - assume player’s motion could be fast
Stupid Algorithm

• on each step, do a general mesh-to-mesh intersection test to find out if the player intersects the wall
• if they do, refuse to allow the player to move
• problems with this approach? how can we improve:
  • in response?
  • in speed?
Collision Response

• frustrating to just stop
  • for player motions, often best thing to do is move player tangentially to obstacle
• do recursively to ensure all collisions caught
  • find time and place of collision
  • adjust velocity of player
  • repeat with new velocity, start time, start position (reduced time interval)
• handling multiple contacts at same time
  • find a direction that is tangential to all contacts
Accelerating Collision Detection

- two kinds of approaches (many others also)
  - collision proxies / bounding volumes
  - spatial data structures to localize
- used for both 2D and 3D
- used to accelerate many things, not just collision detection
  - raytracing
  - culling geometry before using standard rendering pipeline
Collision Proxies

- **proxy**: something that takes place of real object
  - cheaper than general mesh-mesh intersections
- **collision proxy** *(bounding volume)* is piece of geometry used to represent complex object for purposes of finding collision
  - if proxy collides, object is said to collide
  - collision points mapped back onto original object
- good proxy: cheap to compute collisions for, tight fit to the real geometry
- common proxies: sphere, cylinder, box, ellipsoid
  - consider: fat player, thin player, rocket, car …
**Trade-off in Choosing Proxies**

- **Sphere**
- **AABB**: axis aligned bounding box
- **OBB**: oriented bounding box, arbitrary alignment
- **6-dop**: shapes bounded by planes at fixed orientations
- **Convex Hull**

Increasing complexity & tightness of fit:

Decreasing cost of (overlap tests + proxy update):

- AABB: axis aligned bounding box
- OBB: oriented bounding box, arbitrary alignment
- k-dops – shapes bounded by planes at fixed orientations
  - discrete orientation polytope
Pair Reduction

- want proxy for any moving object requiring collision detection
- before pair of objects tested in any detail, quickly test if proxies intersect
- when lots of moving objects, even this quick bounding sphere test can take too long: $N^2$ times if there are $N$ objects
- reducing this $N^2$ problem is called pair reduction
- pair testing isn’t a big issue until $N>50$ or so…
Spatial Data Structures

• can only hit something that is close
• spatial data structures tell you what is close to object
  • uniform grid, octrees, kd-trees, BSP trees
  • bounding volume hierarchies
    • OBB trees
• for player-wall problem, typically use same spatial data structure as for rendering
  • BSP trees most common
Uniform Grids

- axis-aligned
- divide space uniformly
Quadtrees/Octrees

- axis-aligned
- subdivide until no points in cell
KD Trees

- axis-aligned
- subdivide in alternating dimensions
BSP Trees

- planes at arbitrary orientation
Bounding Volume Hierarchies
OBB Trees
Related Reading

- Real-Time Rendering
  - Tomas Moller and Eric Haines
  - on reserve in CICSR reading room
Acknowledgement

• slides borrow heavily from
  • Stephen Chenney, (UWisc CS679)

• slides borrow lightly from
  • Steve Rotenberg, (UCSD CSE169)
    • http://graphics.ucsd.edu/courses/cse169_w05/CSE169_17.ppt