

# Collision Detection for Virtual Reality

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## ABSTRACT

this main purpose of this paper is to discuss the collision detection for virtual reality and determine the collision point between two objects. we use the modeling software to construct objects and virtual field ,and then transfer OBJ file OBJ file is made up of triangular mesh, it is more close to the true objects inthe world than the simple objects generally. in this paper,the opengl based on OBJ file is used to render the constructed objects the procedure of the collision detection the octtree with a user's interface window is utilized to show the collision point through simple operation.

Keywords : OBJ ; octtree ; collision

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