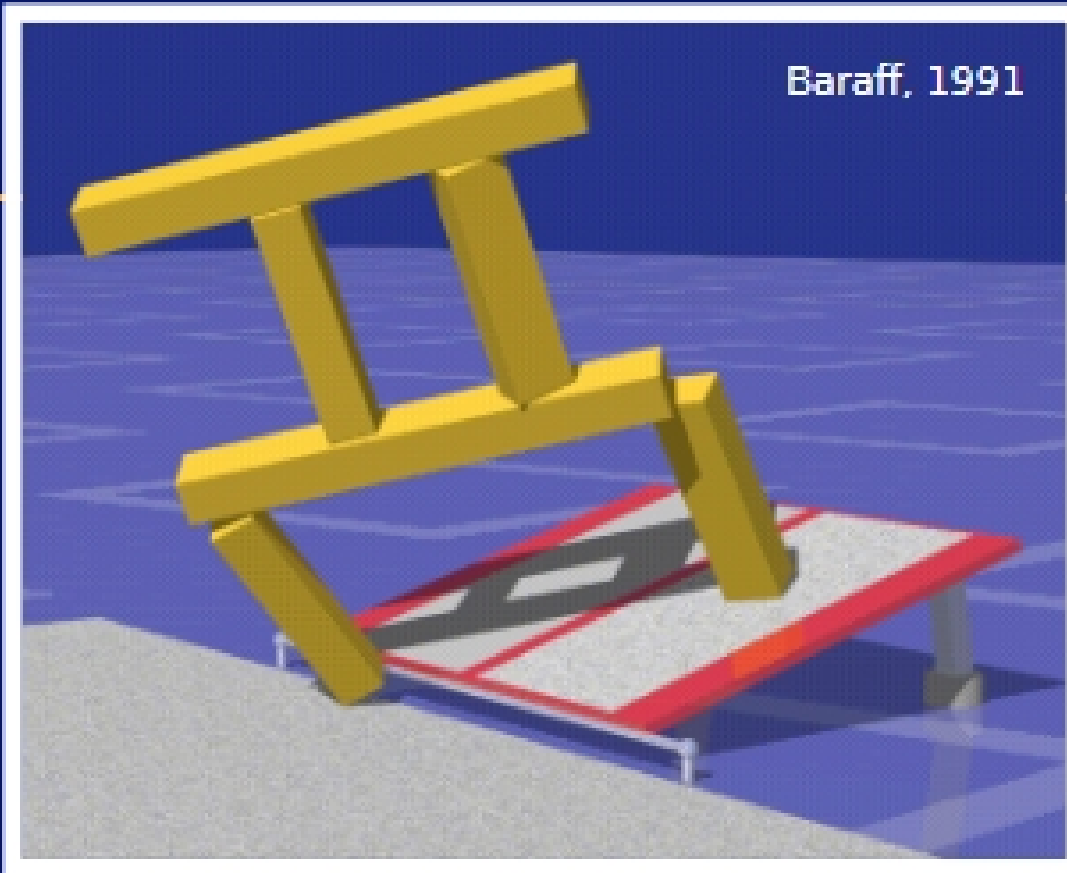


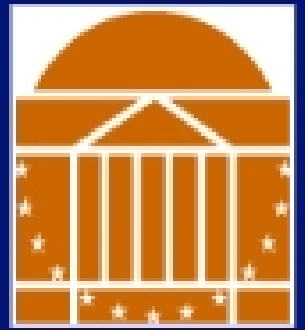
Baraff, 1991



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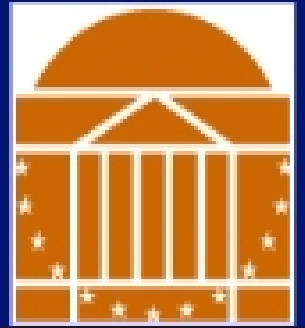
Rigid-body Simulation



Physical Simulation

References

- *Physics for Game Developers* (Bourg)
- *Chris Hecker Game Developer articles*
 - <http://www.d6.com/users/checker/dynamics.htm>



Equations of Motion

The physics-based equations that define how objects move

- Gravity
- Turbulence
- Contact forces with objects
- Friction
- Joint constraints