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By Gino van den Bergen

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Fast Collision Detection for Interactive Games -

in the Proceedings of ACM Interactive 3D Graphics Partitioning and Handling
Massive Models for Interactive Collision Detection, in the Computer

Unity 3D Collision Detection - YouTube -

Sep 06, 2011 Detecting Collision in unity 3d is as simple as add an object with a
collider attached.

Real-timeCollisionDetection - q3k -

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