

ABSTRACT

A collision data processing method and apparatus, a storage medium, a program product, and an electronic device. The collision data processing method comprises: determining a collision body to be processed in a virtual scene, the target collision body being a convex polyhedron comprising vertices; obtaining distance relationships between each of the vertices on the target collision body, the distance relationships being used to represent shape features of the target collision body; and, when the target collision body is converted into a regular geometric solid according to the distance relationships, converting vertex data of the target collision body according to a data format that matches the regular geometric solid, obtaining collision data of the target collision body. The present application resolves the technical problem in the related art of relatively low processing efficiency caused by a relatively high difficulty of a collision data processing operation.

Fig. 2