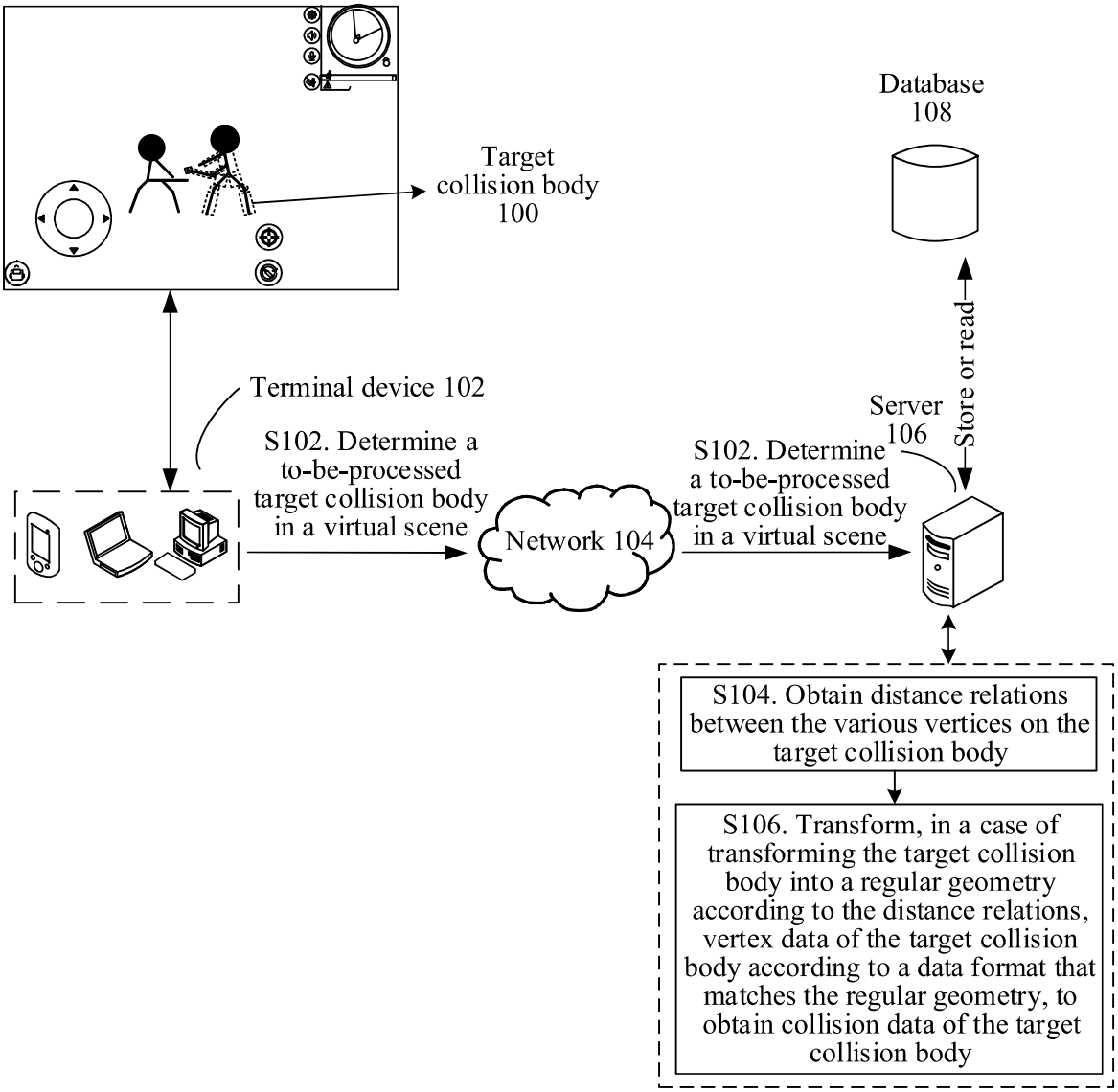
Target collision body 100
Database 108
Store or read
Terminal device 102
S102. Determine a to-be-processed target collision body in a virtual scene
Network 104
Server 106
S102. Determine a to-be-processed target collision body in a virtual scene
S104. Obtain distance relations between the various vertices on the target collision body
S106. Transform, in a case of transforming the target collision body into a regular geometry according to the distance relations, vertex data of the target collision body according to a data format that matches the regular geometry, to obtain collision data of the target collision body

FIG. 1

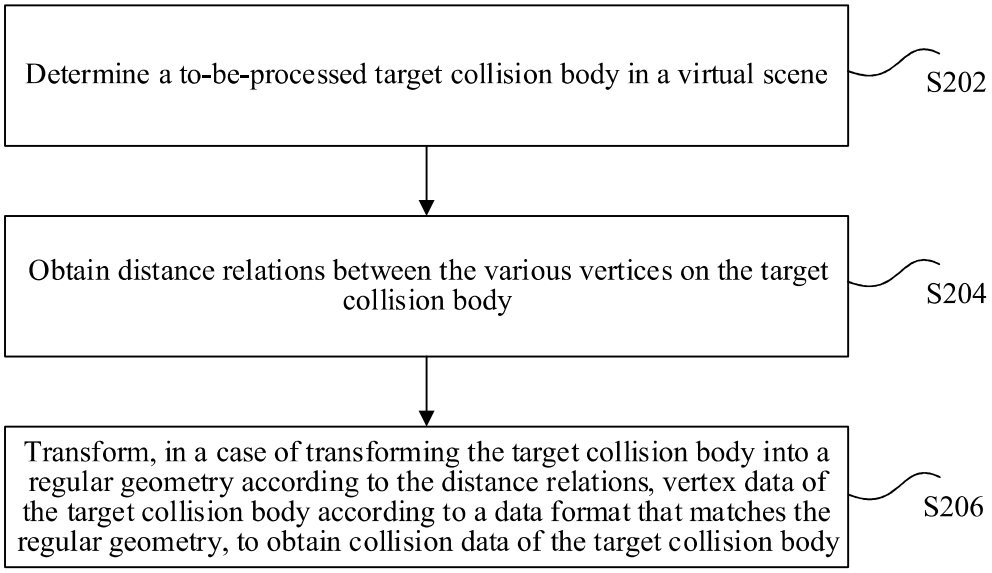
Determine a to-be-processed target collision body in a virtual scene
S202
Obtain distance relations between the various vertices on the target collision body
S204
Transform, in a case of transforming the target collision body into a regular geometry according to the distance relations, vertex data of the target collision body according to a data format that matches the regular geometry, to obtain collision data of the target collision body
S206

FIG. 2

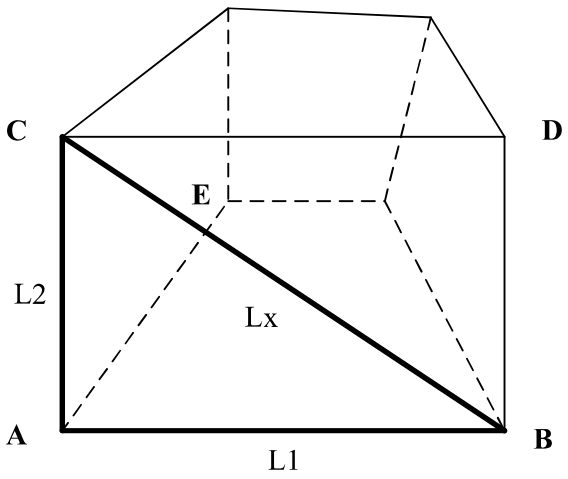
C
D
E
L2
Lx
A
B
L1

FIG. 3

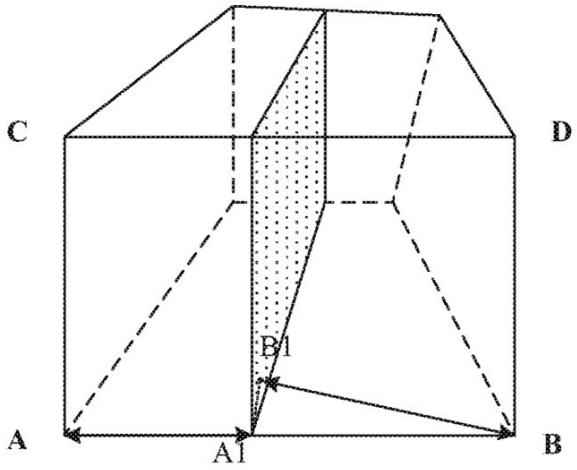


FIG. 4

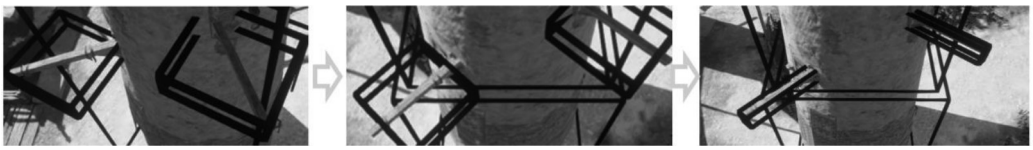

FIG. 5

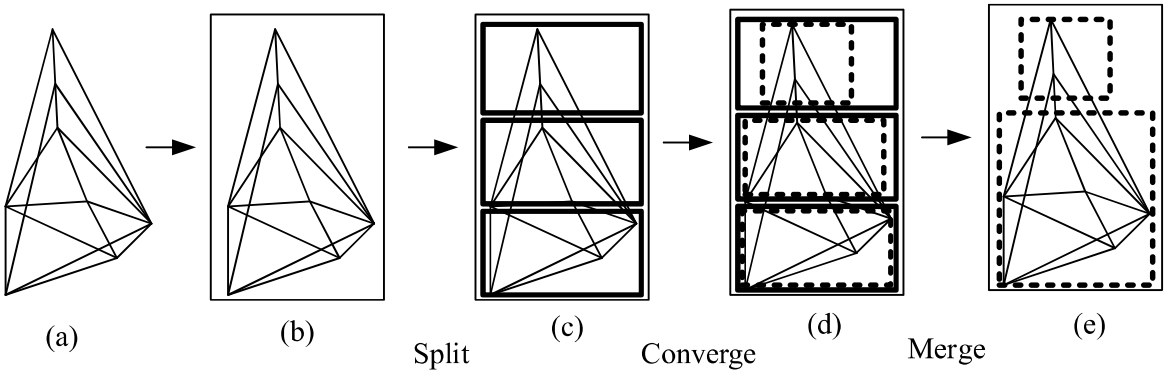


FIG. 6

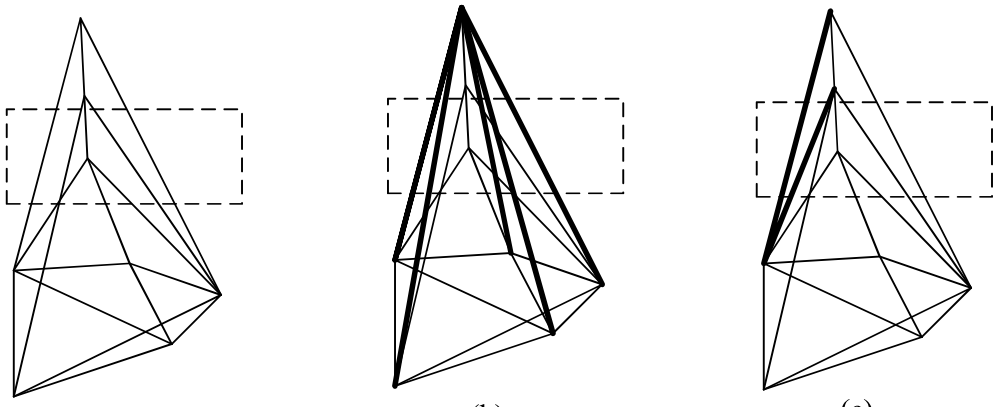
(a)
(b)
Upper intersection
(c)
Lower intersection

FIG. 7

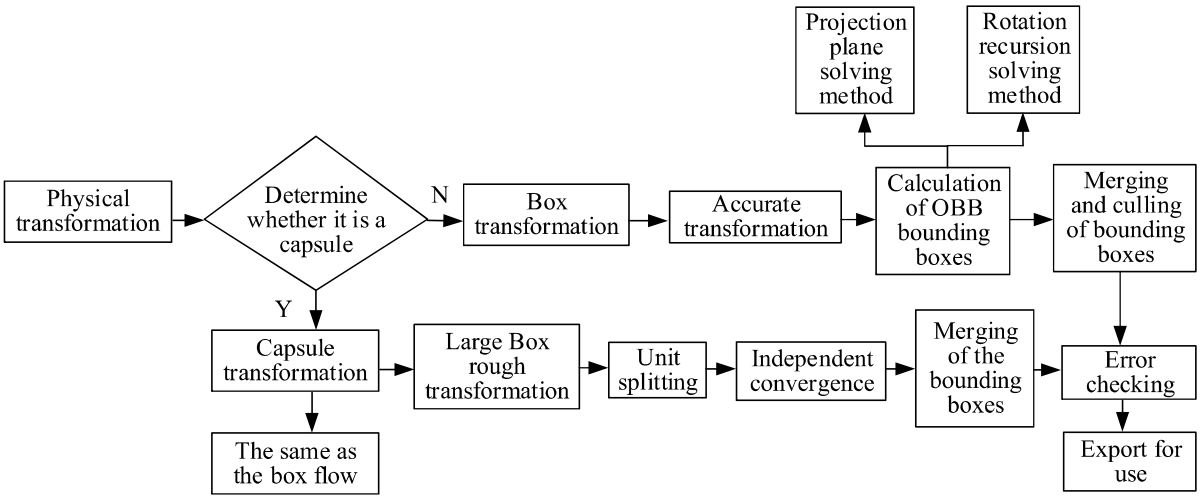
Physical transformation
Determine whether it is a capsule
N
Box transformation
Accurate transformation
Projection plane solving method
Rotation recursion solving method
Calculation of OBB bounding boxes
Merging and culling of bounding boxes
Y
Capsule transformation
Large Box rough transformation
Unit splitting
Independent convergence
Merging of the bounding boxes
Error checking
The same as the box flow
Export for use

FIG. 8

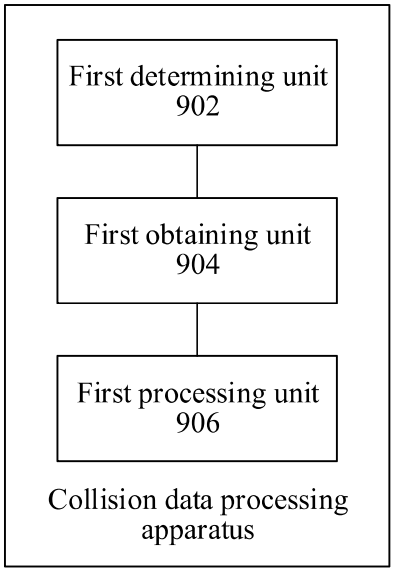
First determining unit 902
First obtaining unit 904
First processing unit 906
Collision data processing apparatus

FIG. 9

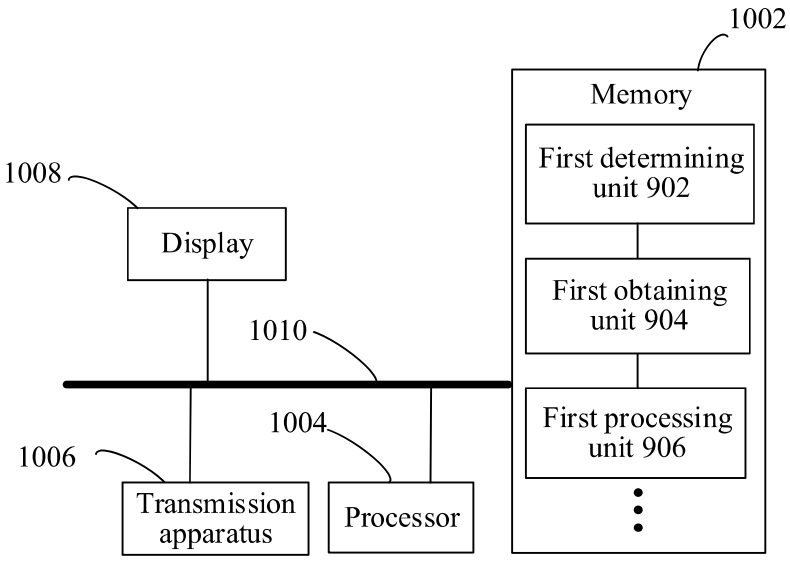
1002
Memory
First determining unit 902
First obtaining unit 904
First processing unit 906
1008
Display
1010
1004
1006
Transmission apparatus
Processor

FIG. 10