

Bachelor Lab Scientific Computing (Game Physics) Worksheet 7: Friction

Assignment 1: Extend the collision handling by friction

So far we only considered the linear momentum acting directly on the center of gravity of each object and angular momentum to include rotational movements. Your task is to extend your physics engine by the inclusion of friction. Therefore, extend the methods for the application of the collision impulse.

As usual, you can find more details about the implementation in the accompanying presentation slides and your notes.

Good luck,

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