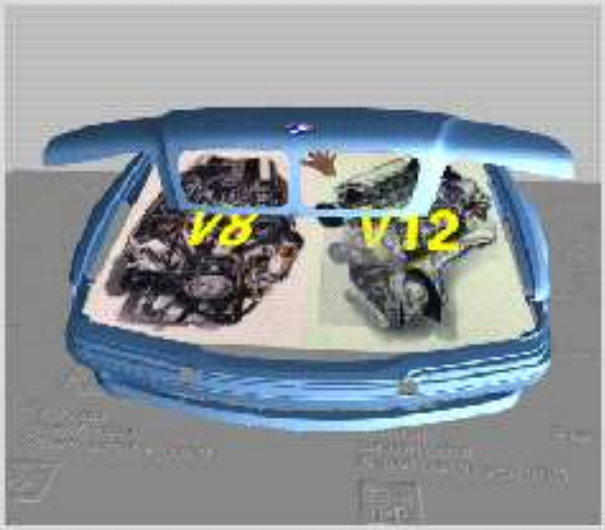
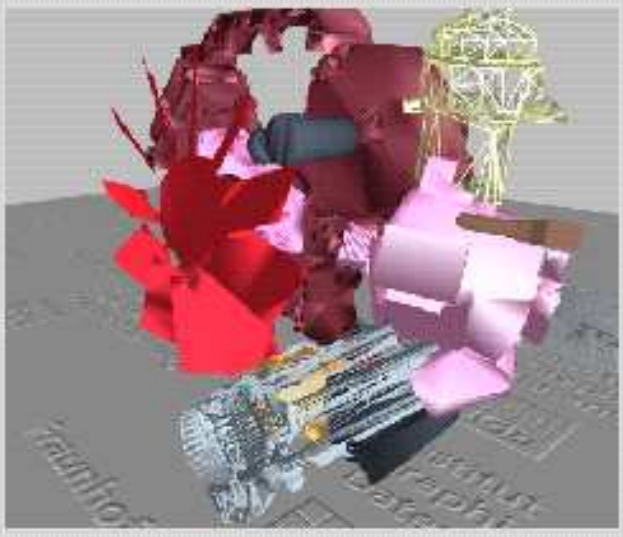
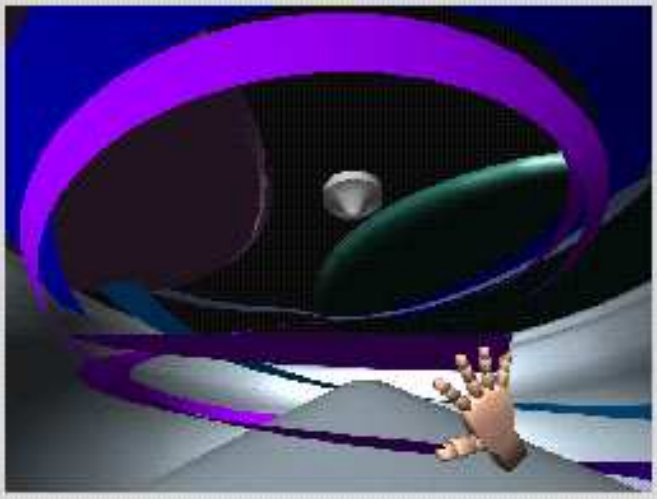


G. Zachmann, Color PLate I:
The car hood is a rotational constrained object. It can be opened by pushing it up with the hand.



G. Zachmann, Color Plate III:
Flexible objects have been realized by an application-specific module, which are linked dynamically at run-time. Here, the user can push the hose to the side, which is one step to remove the alternator

G. Zachmann, Color Plate II:
Clash and clearance checks in the engine compartment by real-time collision detection. Parts colliding with the alternator are rendered in wireframe.



G. Zachmann, Color Plate IV:
The inside of a diesel engine. Several techniques for visualizing time-variant flow-fields in VR have been implemented.