

3D-

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svetlana_curls@mail.ru

4
1).

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3D-

c

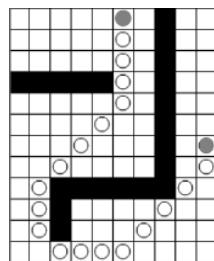
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1.

() 6

.1:



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[2].

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3D-

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[5]:

1.

2.

4

2.

* [6].

2D-

1 (.1).

3D-

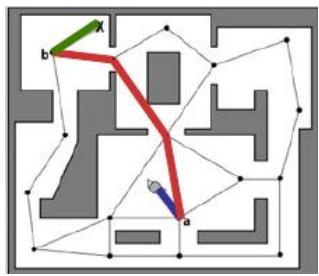
1 (.3).

3.

• 3D-

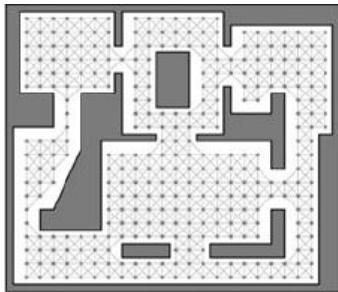
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. 2:

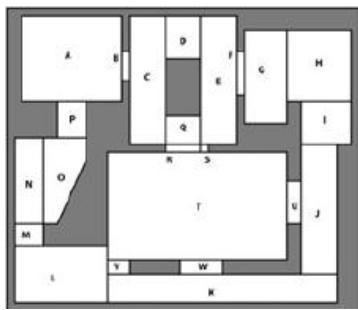
[3] 3D-



. 3:

navigation mesh [4]
3D-

(.4).



.4: navigation mesh.

3.

$$\begin{aligned}
 & \text{3D-} \\
 & = \{A_i, i = 1..n\} \quad (1), \quad A_i = \{V, R\} \quad (2) \quad 6 \\
 & , \\
 & R = \{R_j, j = 1..m\} \quad (3), \quad R_j = \{V_{j1} \in V, V_{j2} \\
 & \in V, T, T_D, j1 \tilde{N} j2\} \quad (4), \quad T_A \in \{0,1\} \quad \text{o}
 \end{aligned}$$

, T_D

3D-

[8].

1.

$$= \{A_i, \quad , \quad p_i \tilde{N} p_i' \quad q_i \tilde{N} q_i'\} \quad (5), \quad p_i, q_i$$

\circ

$$A_i, \quad , \quad p_i', q_i' \quad \circ$$

2.

3.

4.

5.

() P
bounding box

[1].

$$P = \{P_i, P_i \in S \\ P_i \in R_j, R_j \in A_k\} \quad (6).$$

6.

1 ,

P' :

7

P_S.

$$D(P_i, P) < D(P_i + 1, P)$$

$$D(A, B) \circ$$

8.

$$P_{sk} = \{ P_i, \quad P_i \in P_s, \quad P_i \in A_k, P_{i+1} \in \\ A_l, \quad i \in [1, N_p - 1] \} \quad (9)$$

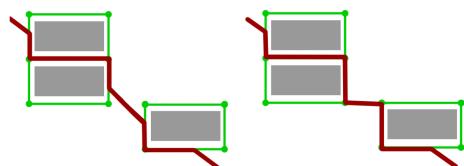
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- 1 ô
 - 2 ô

4.1

T.

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4.2

. 5:

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(5)

2

2

4.3

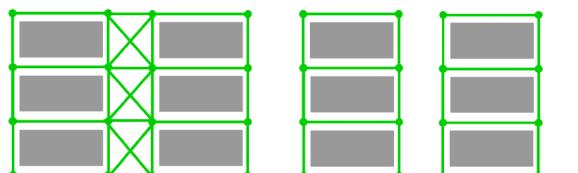
1

1.

(6)

3.

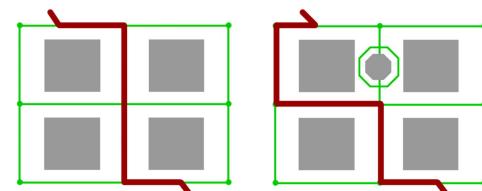
bounding box



6:

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()



8.

.10

6.

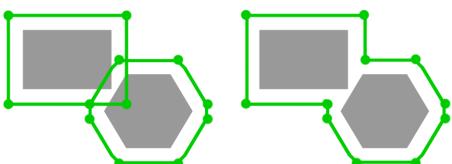
The diagram shows a search space represented by a green rectangular grid. Inside the grid, there are four gray square obstacles arranged in a 2x2 pattern. A red line represents a path that starts at the top-left corner, moves right, then down, then right again to bypass the first obstacle. It then turns left to pass the second obstacle, continues right, and finally turns up to reach the goal at the top-right corner. Arrows on the red line indicate the direction of movement: up, right, down, right, left, right, up.

. 9: ()
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4.2 4.3
 (.2).

4.4

O(n)	
1.	,
2.	$O(\sum_{i=1}^k \text{len}(V_i))$, k ó, len ó
3.	$O(k*N)$

.1:



. 10: ()
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5.

.4.1,

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7. REFERENCES

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