

Computer games must have feeling of reality, by which the games give a player an illusion that the player is in the world of the game. Thus the player becomes devoted in the play. So far, representation of three dimensional objects have been performed with feeling of reality. On some limited cases, the motion of objects under the physical rules were realized. To enhance the feeling of reality of games, however, we must make objects move along the physical rules in many cases. In some cases, the simulation of the motion of a complicated object becomes troublesome.

In this paper, we propose a method of modeling and simulating the motion of an object in a relatively easy way. In this method, we make up the model of an object as a set of material points, between which there exists a power to keep the distance constant. To assure the usability, we applied the method to some cases.