

Method is proposed for displacement of virtual articulated object (10) in virtual space with sequence of elementary displacements, at that articulated object (10) is determined in that space with global position. Global orientation and angles of joints that determine position of set of articulated elements (11) that form the articulated object, according to degrees of freedom. The method proposed includes such stages: calculation of distance of interaction between articulated object (10) and element of environment (13); determination by that distance of first point (P1) that belongs to one of joined elements (11) of articulated object (10) and second point (P2) that belongs to element of environment (13); determination by the first and the second points (P1, P2) of unique vector (\vec{v}) of extraction; taking articulated object (10) from element of surrounding space (13) by means of motion determined respectively to unique vector (\vec{v}) of extraction with affecting global position and / or global orientation, and / or degrees of freedom of articulated object for prevention of collision of articulated object (10) with elements of environment.