

A method of displacement of a virtual articulated object (10) in a virtual environment by performing a sequence of elementary displacements. The articulated object (10) contains a set of articulated elements (11) joined together by a set of links (12). In the case relative positions of the articulated elements (11) are determined by angles of links in accordance with the degrees of freedom. The method is characterized in the fact that it includes the following stages: calculation of the distance of interaction between given articulated element (11c) and other articulated elements (11) of the articulated object (10); determination on the basis of said distance of interaction of the first point (P1), which belongs to this articulated element (11c), and the second point (P2), which belongs to one of other articulated elements (11d) of the articulated object; determination from the first and second points of the common vector (\vec{v}) of return; the return of this articulated element (11c) from other articulated elements of the articulated object by means of motion determined in accordance with the common vector (\vec{v}) of return, which influences the degree of freedom of the articulated object (10) for averting the collision of this articulated element (11c) with other articulated elements of the articulated object.