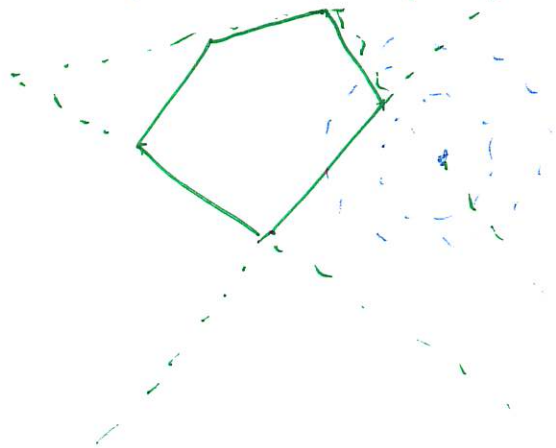


Collisions Circle / Rectangle

Circle / Rectangle

1. Generate 6 collision surfaces
2. Find the nearest side,
Calculate distance to side
[clamp]
Then compare to radius length



Rectangle Collisions (Rectangle/Rectangle)

— Check if not in collision

