Rectangle Rectangle Collisions

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Easy Way

The standard Rectangle Collisions

Easy Way

Bottom

refx

5 H 6 H

Right



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Decomposition into triangle

Break the polygons into triangles and check all possible pairs for collisions,

Convex

Fan method

Concave

Ear lopping + for method

Pros: Works on Loncave to conver Cons: O(n²) Collision time



Separate Axis Theorem

2 Convex polygons that do
not intersect
then there is aline I can drow
between them that doesn't
intersect either polygon

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Pros: I don't care about to F points

Cous: I have to implement the separate axis theorem.





