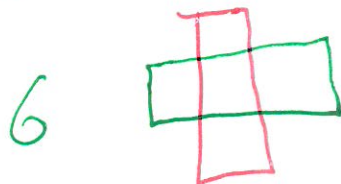
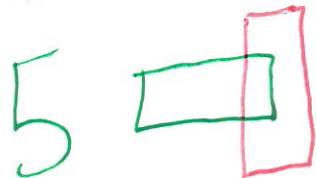
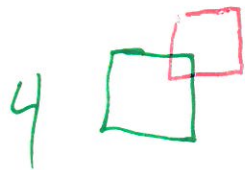
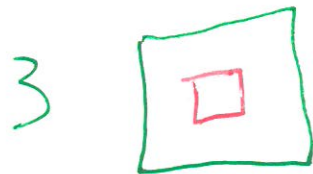
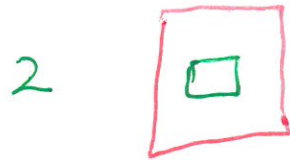
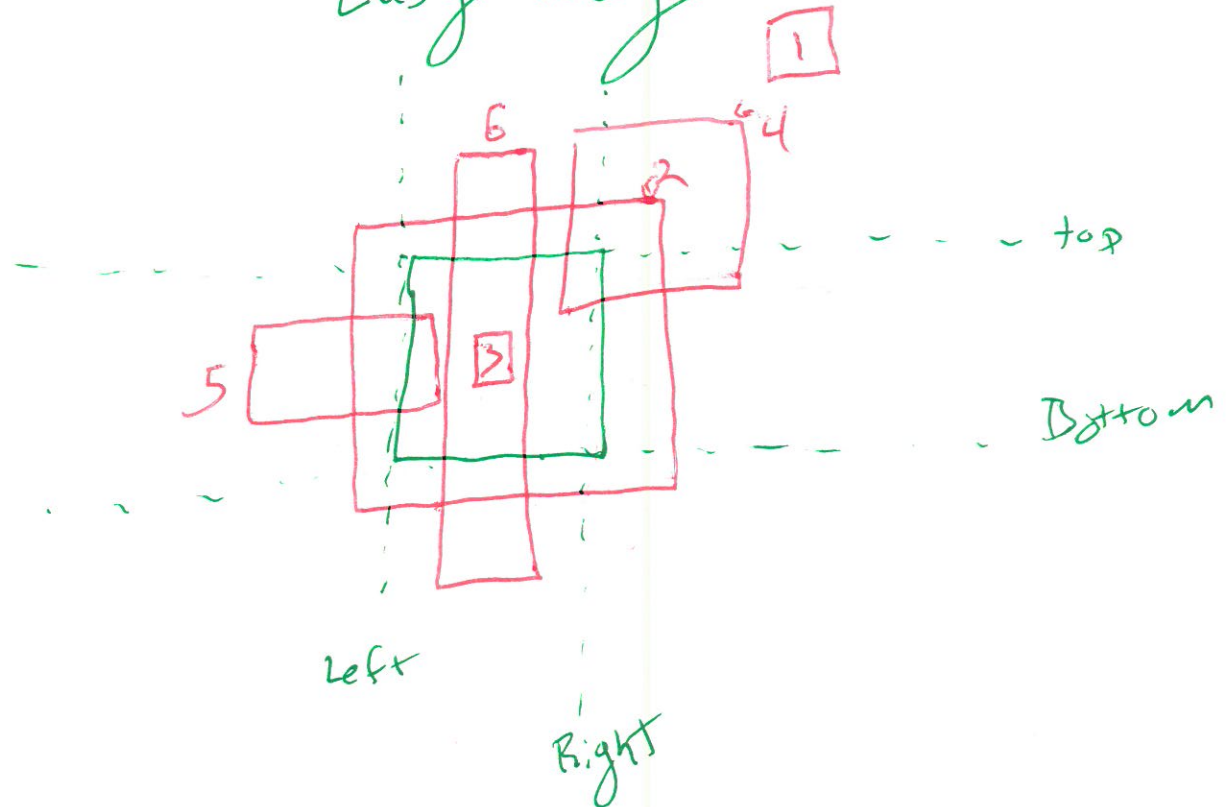


Rectangle / Rectangle Collisions



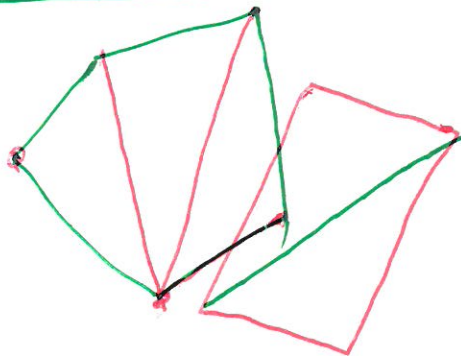
Easy Way



Decomposition into triangle

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

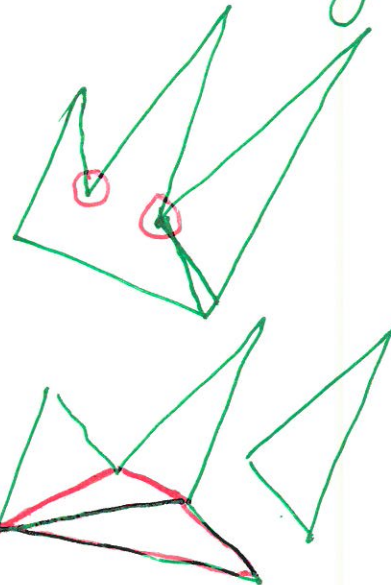
Convex



Fan method

Concave

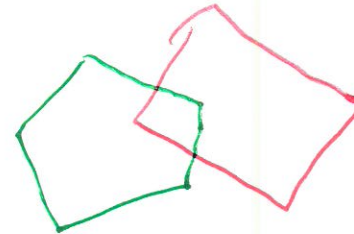
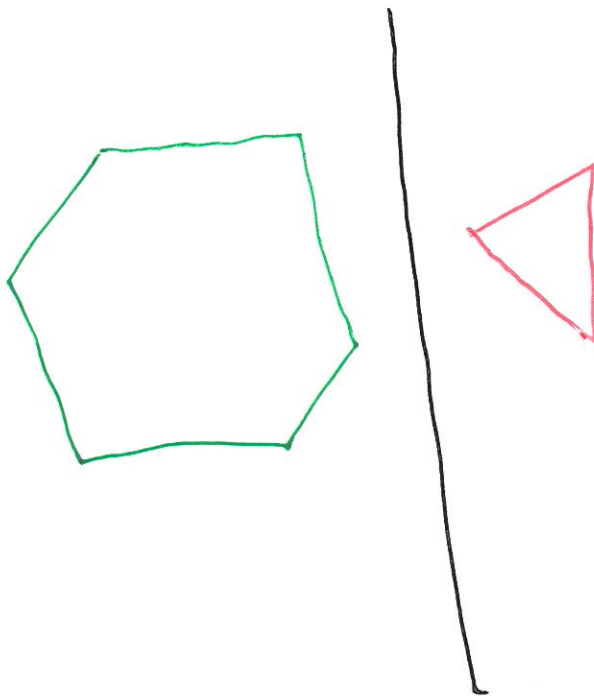
Ear clipping + fan method



Pros: Works on
Concave & convex
Cons: $O(n^2)$
Collision time

Separate Axis Theorem

2 Convex polygons that do not intersect
Then there is a line I can draw between them that doesn't intersect either polygon



Pros: I don't care about # of points

Cons: I have to implement the separate axis theorem.