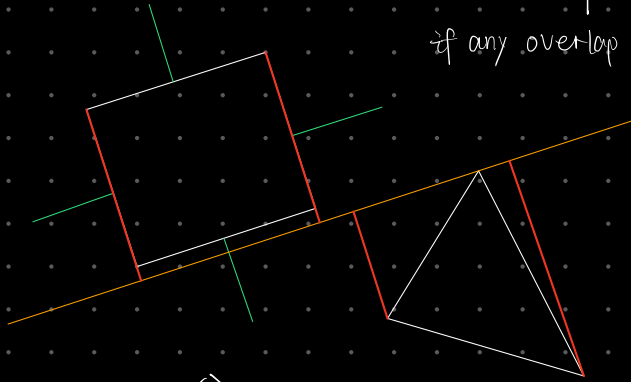


Check overlaps on all normal axes
if any overlap exists, collision happens



↑
for all normals

↑
for all vertices