

QuadTree::insert

```
graph LR; A[QuadTree::insert] --> B[getTriangleBounds]; A --> C[BoundingBox::intersects];
```

A diagram illustrating a function call. A gray box on the left labeled 'QuadTree::insert' has two blue arrows pointing to the right. The top arrow points to a white box labeled 'getTriangleBounds'. The bottom arrow points to a white box labeled 'BoundingBox::intersects'.

getTriangleBounds

BoundingBox::intersects