# Games Dev Exam Paper Autumn 2015-2016

# Question 3

1. (i)

(ii) 0, 1, 66, 254, 66, 1, 0, 0

(iii)

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(iv)

1. (i) They are usually rectangular shaped so can only fit certain models in games. They can be used to check if two points collide quickly and can be edited from there.

(ii) X A(300, 320) B(80, 100) C(319, 331)

Y A(391, 411) B(60, 80) C(380, 400)

Z A(180, 200) B(210, 250) C(205,215)