```
r3··CollisionPrimitive
# m body
# m offset
# m transform
+ ~CollisionPrimitive()
+ calculateInternals()
+ getAxis()
+ getTransform()
+ getBody()
+ getType()
# CollisionPrimitive()
 r3::CollisionSphere
# m radius
+ CollisionSphere()
+ ~CollisionSphere()
 + getRadius()
```