

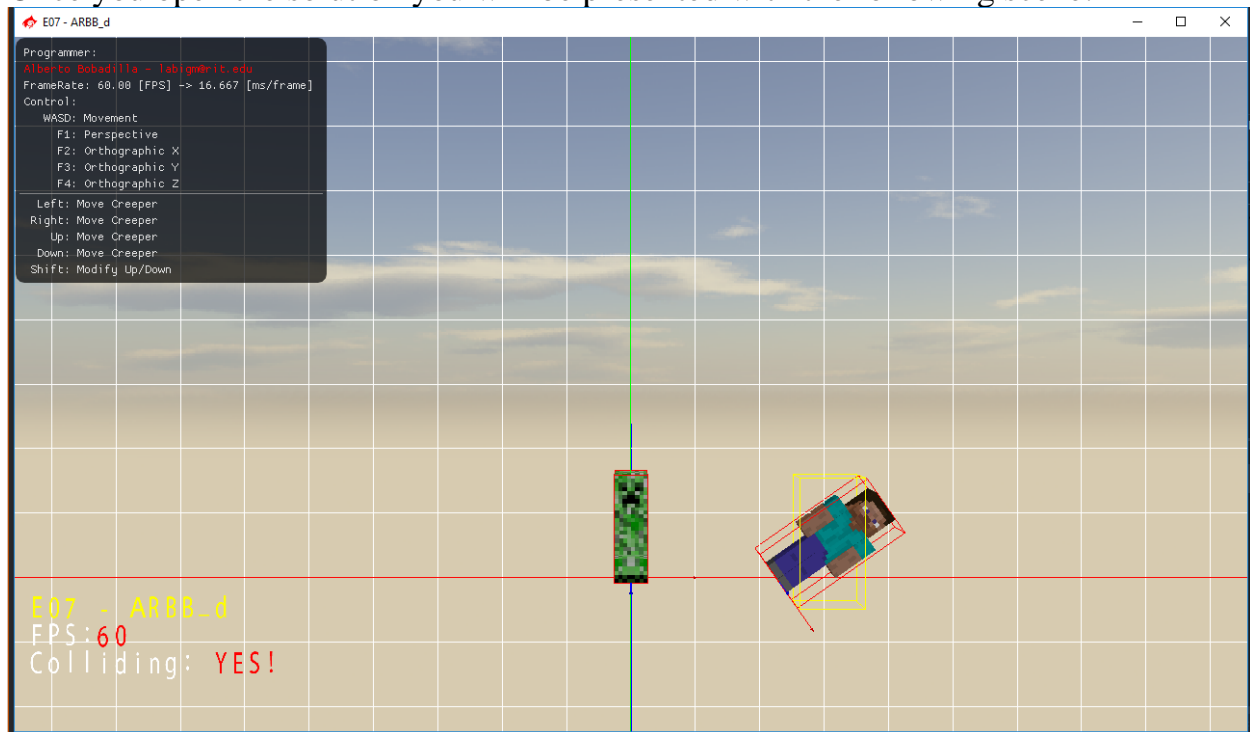
Data Structures & Algorithms for Games & Simulation II
IGME 309
E10: ARBB

This exercise follows lecture **12C – ARBB**

It is meant to help you practice the creation of Axis (Re)Aligned Bounding Boxes. ARBB is already implemented in code for a different project, please do not cheat yourself and look for the solution there. Make your best attempt, I will go about one possible solution on the next lecture.

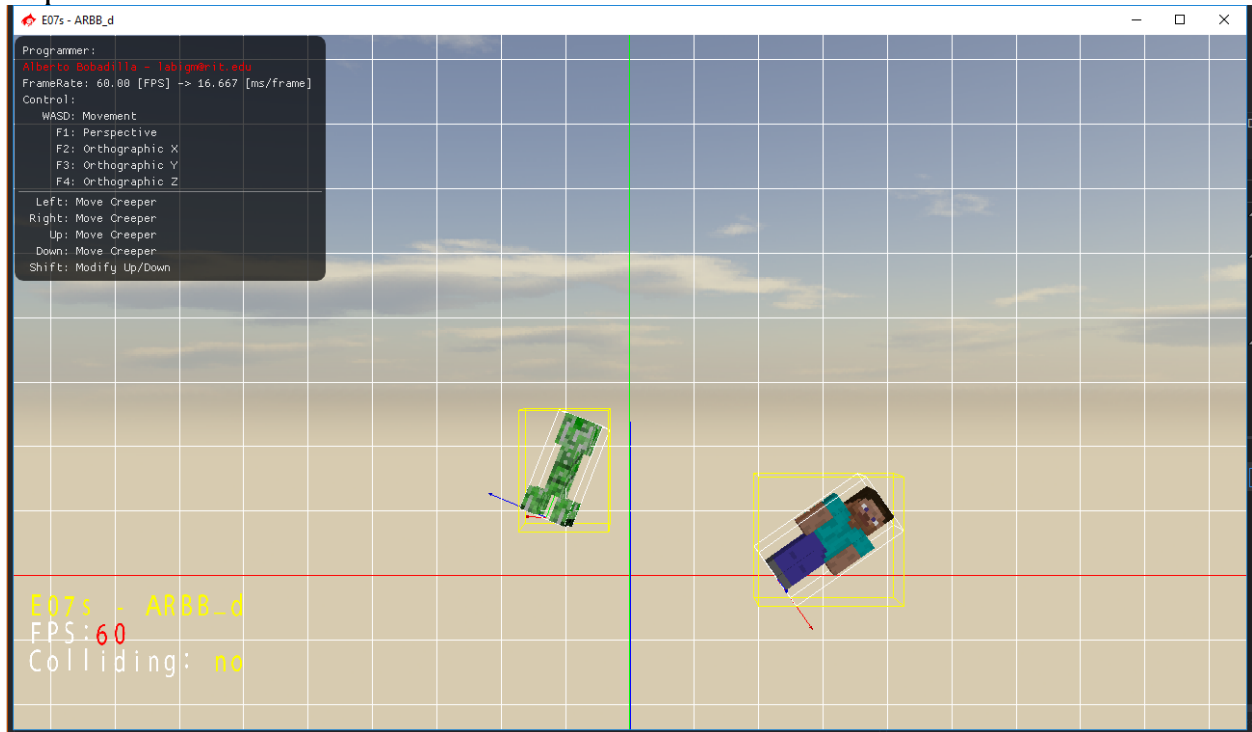
There is starter code for this project, you will find it under our class repository with the name E10_ARBB but if you want to use your own framework you are welcome to translate the starting code to it.

Once you open the solution you will be presented with the following scene:



What you need to do for this exercise is create the Axis (Re)aligned Bounding Box in the MyRigidBody class. It need to be coded inside the SetModelMatrix method, it is not necessary to add any helper functions.

Your Scene should look like this once the objects are oriented and the method is implemented:



For now we will be ignoring the pre-test of the bounding sphere, so once you have a collision your OBB will change to the color red:

Example:

