

Physics.Collision.Shape.
CollisionShape.UpdateShape

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graph LR; A[Physics.Collision.Shape.CollisionShape.UpdateShape] --> B[Physics.Collision.Model.AABB.Apply]; A --> C[Physics.Collision.Shape.CollisionShape.GetBound];
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Physics.Collision.Model.
AABB.Apply

Physics.Collision.Shape.
CollisionShape.GetBound