CollisionShape

+ readonly ShapeType
 shapeType
+ List< Vector3 > localVertices
+ List< Vector3 > vertices
+ AABB aabb

+ CollisionShape(ShapeType
 shapeType)
+ CollisionShape(ShapeType
 shapeType, Vector3[] localVertices)
+ virtual void UpdateShape()
+ void ApplyWorldVertices
(Vector3 origin, Vector3
 rotate, float scale)
abstract void GetBound
(out Vector3 lowerBound,
 out Vector3 upperBound)

Physics.Collision.Shape.
Circle

+ readonly float radius
- int resolution

+ Circle(float radius)
# override void GetBound
(out Vector3 lowerBound,
 out Vector3 upperBound)
- Vector3 CreateCirclePoint
(int i, int j)