## 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. CustomShape

+ CustomShape(Vector3 | localVertices)

# override void GetBound (out Vector3 lowerBound, out Vector3 upperBound)