

Does the Möller-Trumbore algorithm suggest that any ray emanating from a vertex of A, passing through another vertex of A, intersects B?

No

Yes

Triangles A and B do not intersect

No

Does at least one pair of vertices of A, which gave rise to such a ray, lie on opposite sides of the surface of B?

Yes

Yes

Triangles A and B intersect

No

Do all intersection points lie along the perimeter of B?