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**Data Structures & Algorithms for Games & Simulation II**

**IGME 309**

**Axis Realigned Bounding Box (ARBB)**

This exercise follows lecture D10

1. Under \_Binary look for the example solution. It will look like this when the creeper is rotated:

A screenshot of a computer

Description automatically generated

1. Out of the box the yellow box does not work, you need to make a box that surrounds the AABB (now called OBB as is no longer Axis Aligned but Oriented)

A screenshot of a computer

Description automatically generated

1. For this you will need to follow the comments found in the method SetModelMatrix under RigidBody.cpp:

//Calculate the 8 corners of the oriented box

//translate them to global space

//from those points calculate a box that surround them

1. You are only modifying the RibigBody.cpp so this is the only file you need to submit

