**OcTree Optimizations**

Currently, the OcTreeBase class supports point objects. This is adequate so far, but it's already clear that there are situations where a volume can be much larger than the cell it's in. If there's too many objects close to/intersecting each other, this could result in the cells degenerating to contain just the volume centers, which naturally would be very bad.

One way to avoid this is to make a loose octree (see “Anteru's Blog - Loose Octrees.pdf” in the external documents). It wouldn't be a perfect solution, but it would allow subdividing by volume rather than center.