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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

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

**IGME 309, 2015 Spring**

**E13 - Axis (Re)Aligned Bounding Boxes**

You may work with your team for this ICE.

For this in-class exercise you are asked to generate an Axis Realigned Bounding Box Class out of the provided Axis Oriented Bounding Box Class.

For this purpose you need to generate a box that is able to contain the oriented one and its also aligned with the global coordinate system’s axis (as demonstrated in class).

The IsColliding method needs to be updated accordingly to check the collision between the two new boxes (realigned).

You will also need to display both boxes running simultaneously either through the use of the m\_pMeshMngr or your own primitive meshes.

Show the work to the TA or professor and upload it to the designated dropbox.