Your Questions

Q. Why doesn't A collide with D?
A. All axes must overlap for a collision. Since D is 3-7 in Y, and A is 10-12, there is no overlap.

Q. Could you explain the third question?
A. Yes.

A. X: 2-7, Y: 10-12, Z: 0-4
B. X: 6-9, Y: 6-9, Z: 3-10
C. X: 4-8, Y: 8-11, Z: 2-5
D. X: 7-10, Y: 3-7, Z: 0-4

A&B: No overlap in Y
A&C: Overlap in each dimension
A&D: No overlap in Y
B&C: Overlap in each dimension
B&D: Overlap in each dimension
C&D: No overlap in Y

1. Which boxes overlap?
A. X: 2-7, Y: 10-12, Z: 0-4
B. X: 6-9, Y: 6-9, Z: 3-10
C. X: 4-8, Y: 8-11, Z: 2-5
D. X: 7-10, Y: 3-7, Z: 0-4
Q. Can you show what is a Sprite?
A. In computer graphics, a sprite is a small 2d image patch that can be moved around within a larger display

Q. I'm a bit curious what a sprite collision mean
A. When two sprites draw on top of one another

Q. Can you explain the question why need to cast ray from both objects again?
A. We only detect collisions at the corners (vertices). In the diagram, only one object has vertices collided.
Q. Can you explain more about "discrete timesteps" in the video/slides?

A. When you animate, objects move in small steps. Each step represents the passage of a small amount of time.
Q. If one of the object is a sphere and doesn't have any vertices, how can we write detection code?

A. Two spheres can be checked for intersection by comparing the distance between their centers to the sum of their radii.
Other Questions?