Chess Pieces

Eve

Elena

Bobi
Chess Pieces

Christie

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Q. Could you talk about sprites a bit more?

A. In computer graphics, a sprite is a small 2d image patch that can be moved around within a larger display.

They were originally devised in the day when computers weren’t powerful enough to animate an entire screen at once.

Since they are drawn sequentially, you can tell when one sprite is drawn on top of another.
Q. What would happen if a face of an object collides with a face of another object?

A. *I guess this could cause a failed detection in rare cases.*

Q. What do you mean by the rectangles dimensions overlapping? Can you do an example?

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

   - **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
Q. I've been experimenting with collision detection using Blender models (imported as glb files), and I found the three.js object and method called THREE.Box3().setFromObject(). It seems to be giving me proper hit-boxes (when I create a new THREE.Box3Helper using the box, the hit-boxes show up on-screen and look good), but I've been wondering, is this the best way to get boxes for collision detection, or do you know of any other ways to get them from imported Blender models?

A. This seems like a good way to do it. You may have noticed that we use that function when we load a GLTF object in order to set appropriate camera parameters.
Game Component Demos
Other Questions?