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(□□) Collision Detection a a a • Given the hierarchies of two objects
-Check if the top level bounding volumes collide • If they don't

collide then the objects do not collide •If they collide then test for collision between the children
-Apply recursion until we a collision is found between two primitives (triangles) or no more collision test Collision Detection -
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company providing embedded protection and real-time visibility for connected devices, announced today the launch of its Advanced Detection System (ADS), an agentless data analytics solution that can be seamlessly embedded onto a wide array of IoT devices. With its analysis of data gleaned from closed source binaries

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