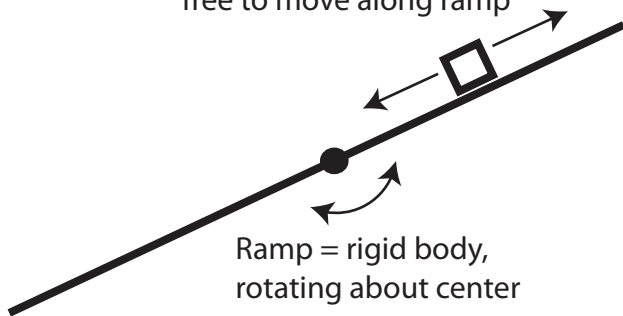


skateboarder = Particle,
free to move along ramp



Ramp = rigid body,
rotating about center