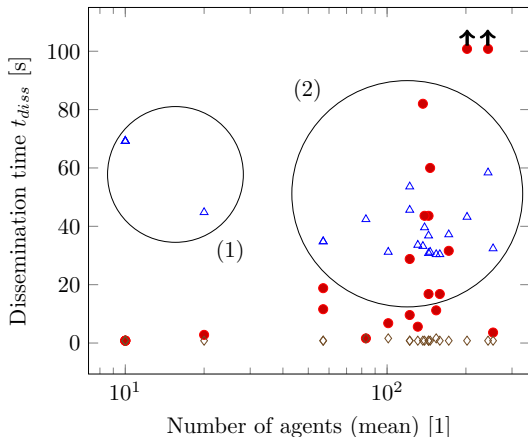


↑ Simulations with $t_{diss} > 100s$



No shadowing (no obstacles)

