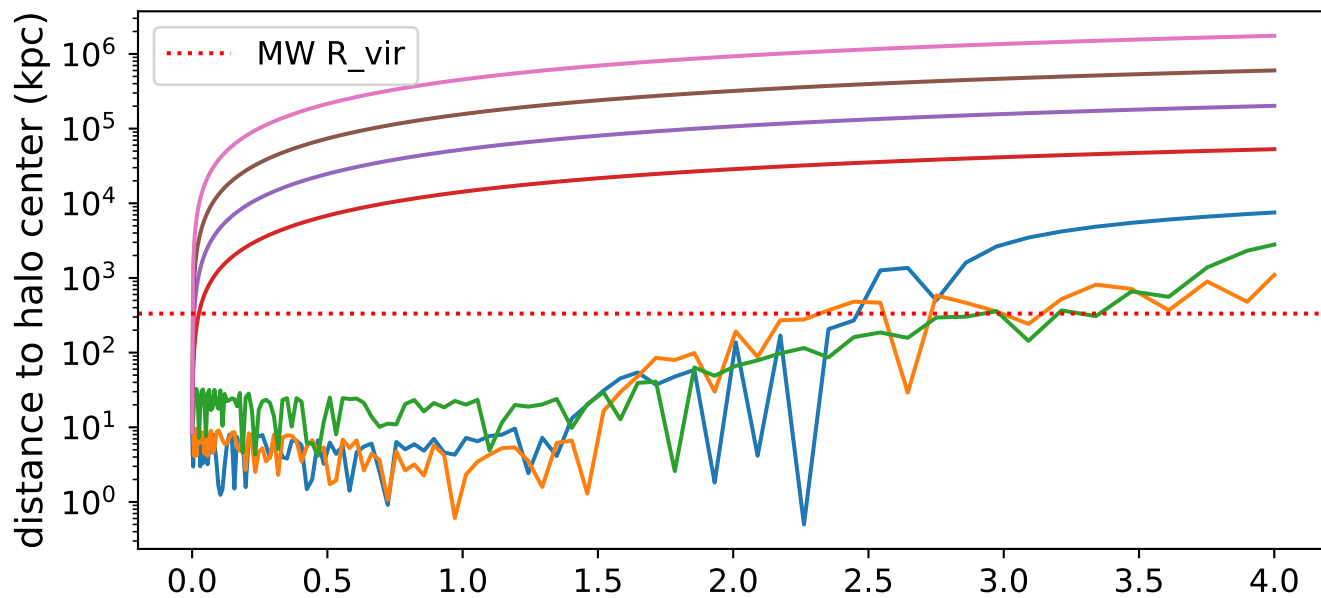


smooth simulation



discrete simulation

