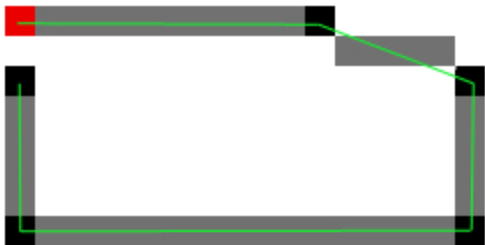


This is where
it begins
↓



↑
resulting
collision
geometry