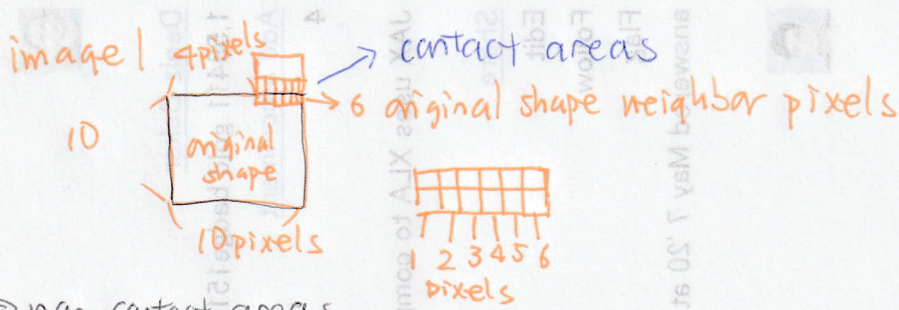


# Matching neighbor shape position in next frame - Q.



⇒ non-contact areas

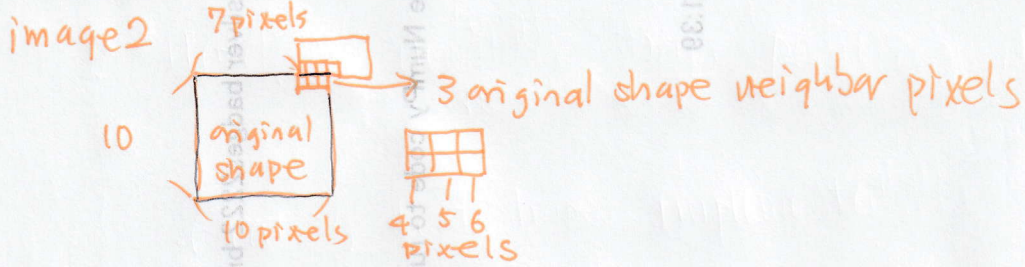


image1 pixel1 all relative positions — image2 pixel4