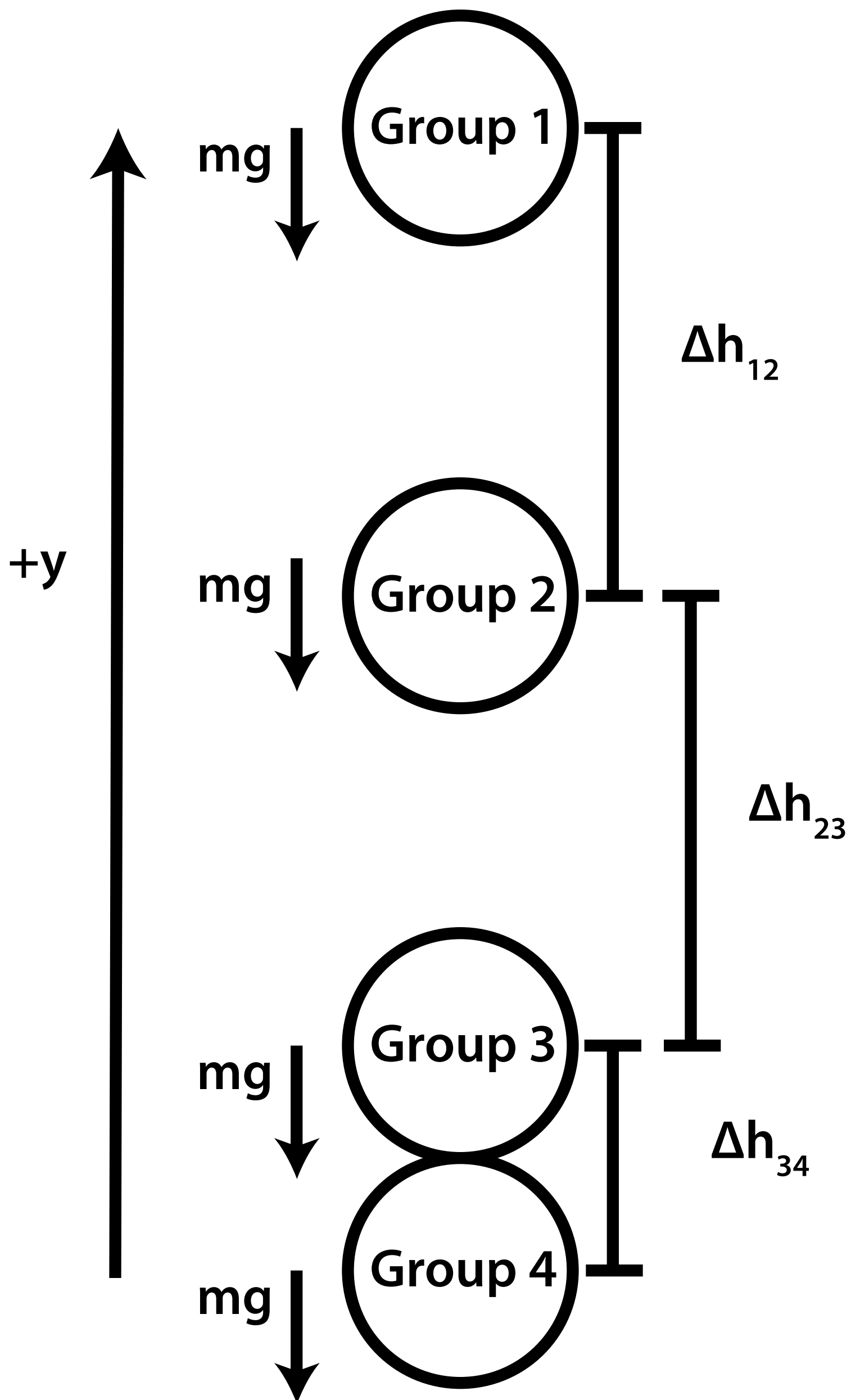


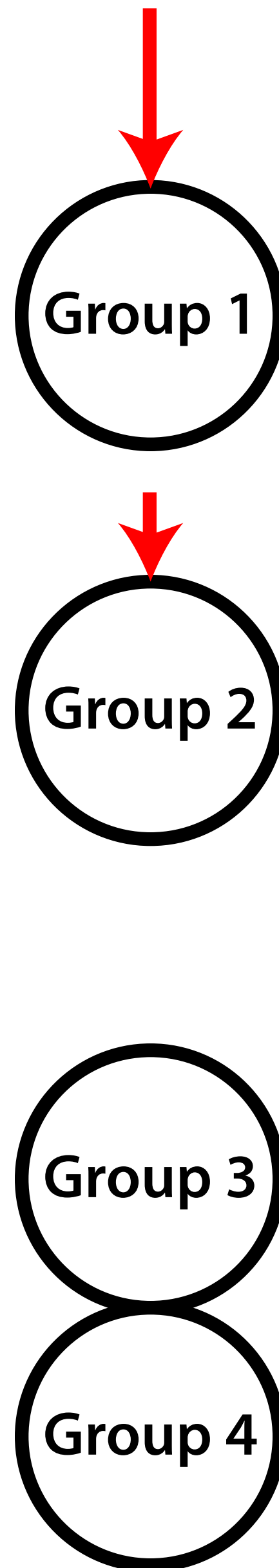
Step 1

Compute Position/Velocity Updates



Step 2

Move Positions



Step 3

Update Neighbors

