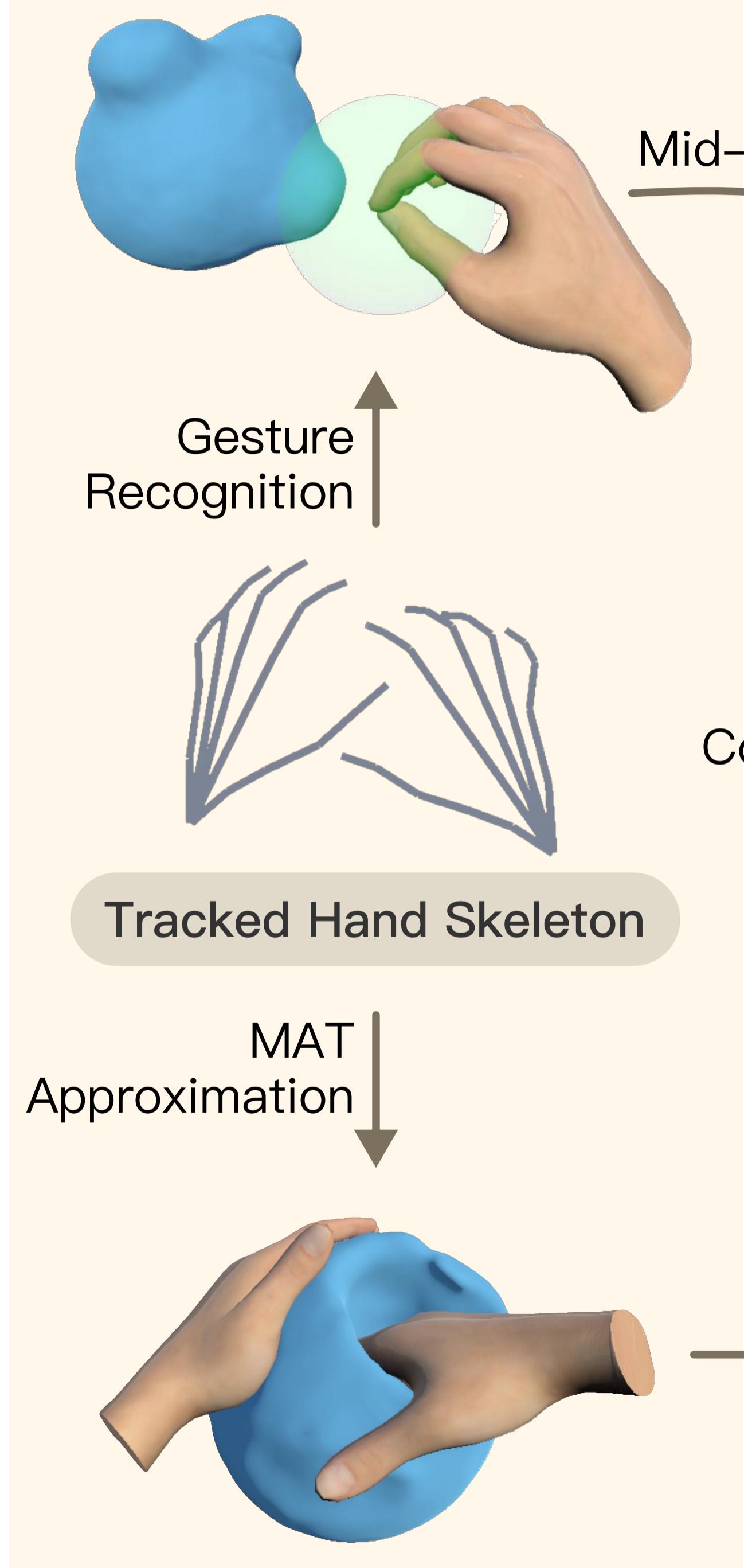
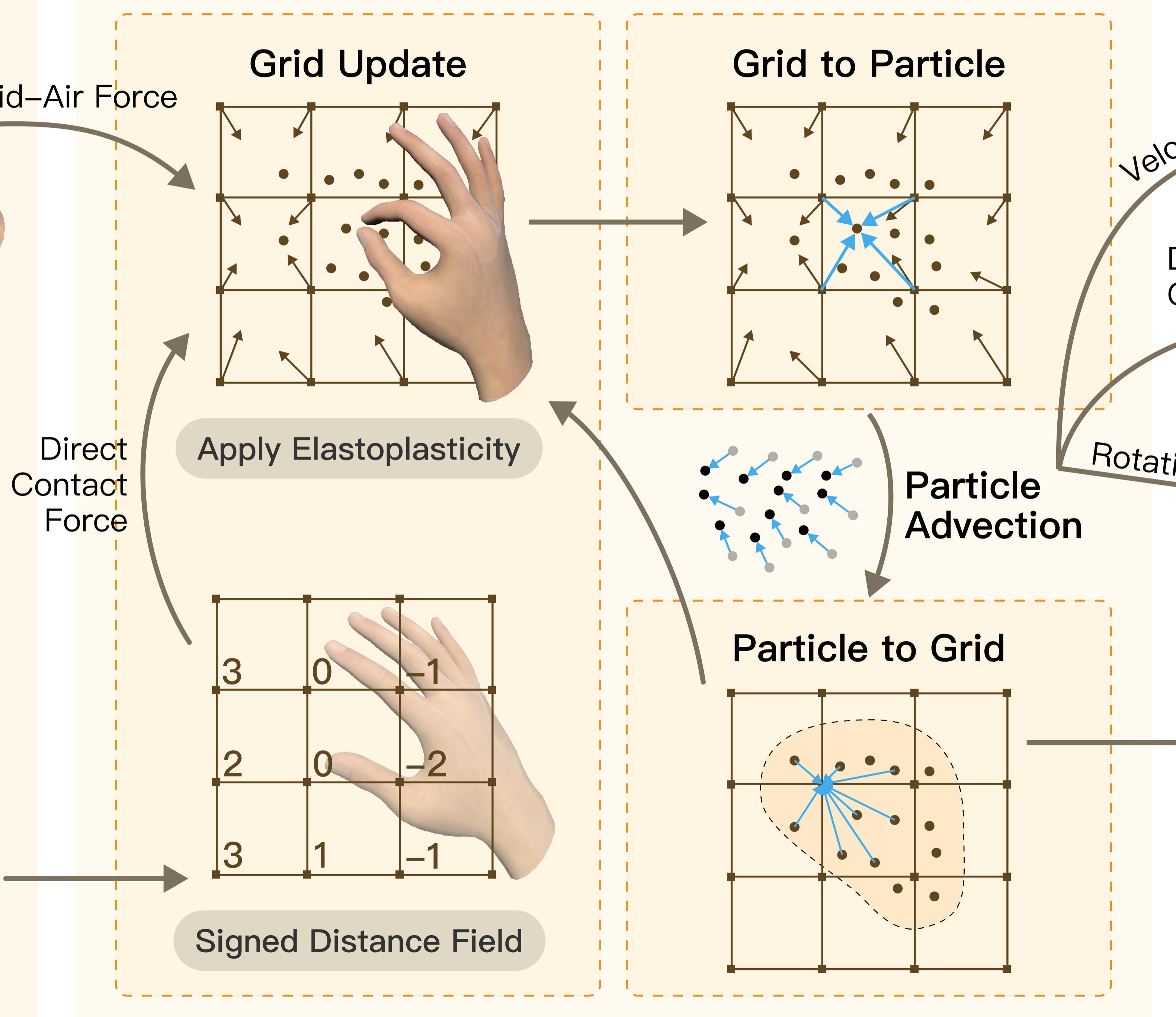


## Hand Input



## MPM Simulation



## Rendering

