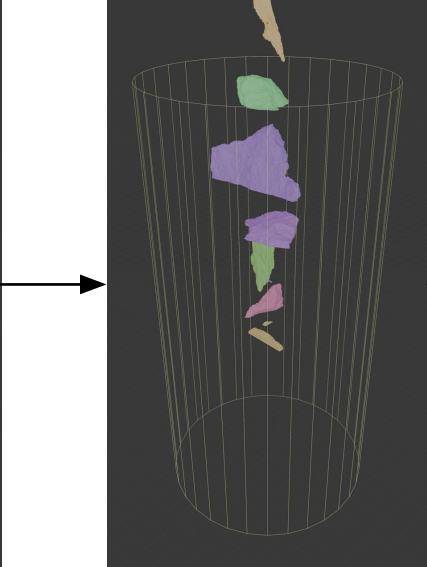
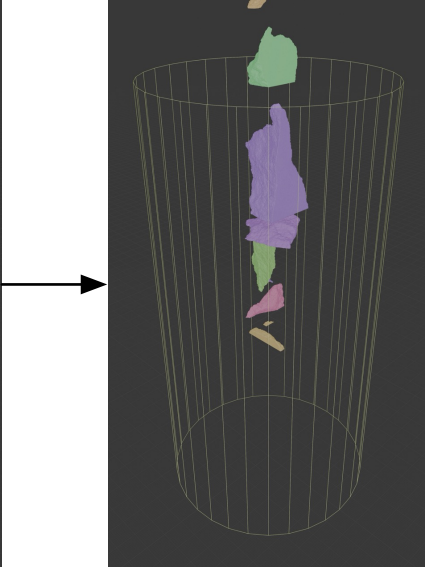


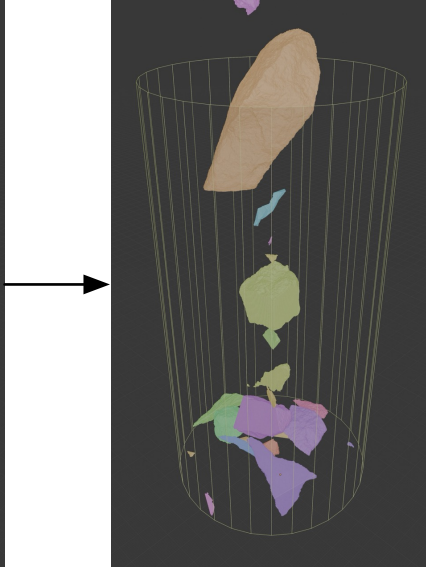
1. Create
Container



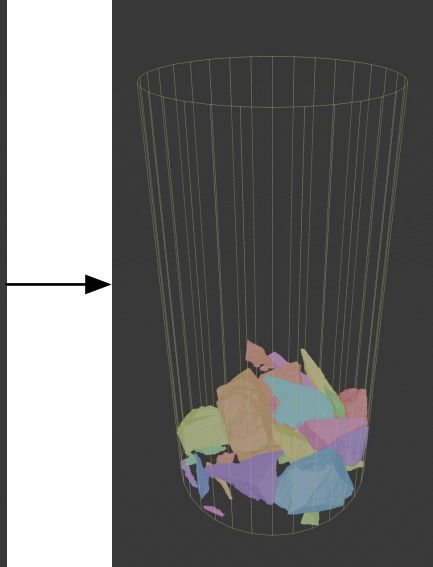
2. Add Particle
Meshes



3. Set Meshes'
Properties



4. Rigid Body
Simulation



Simulation
Result