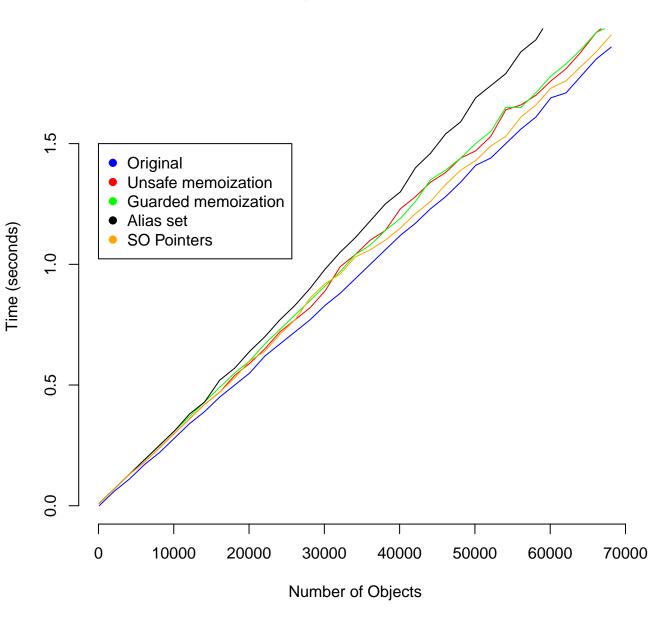
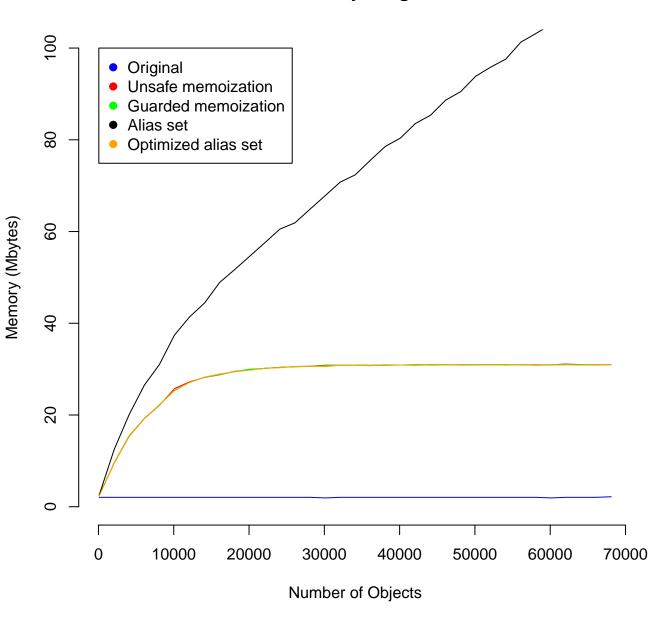
Polygons benchmark







Collision ratio x Input size

