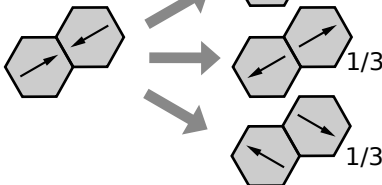


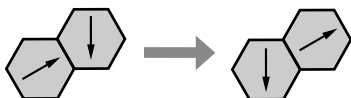
1. Motion



2. Direct collision



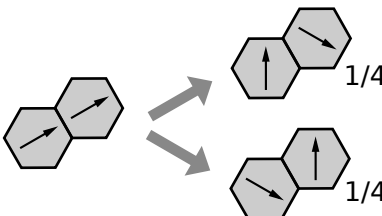
3. Oblique



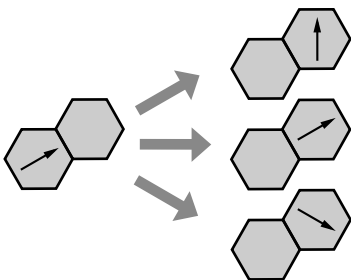
4. Oblique rear



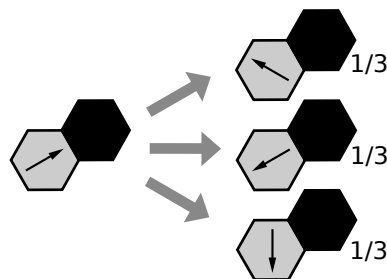
5. Rear



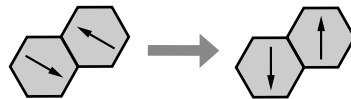
6. Collision with rest



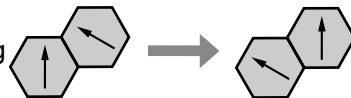
7. Wall rebound



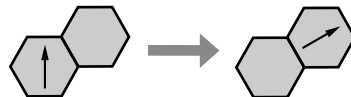
8. Glancing



9. Converging



10. Glancing with rest



11. Glancing with wall

