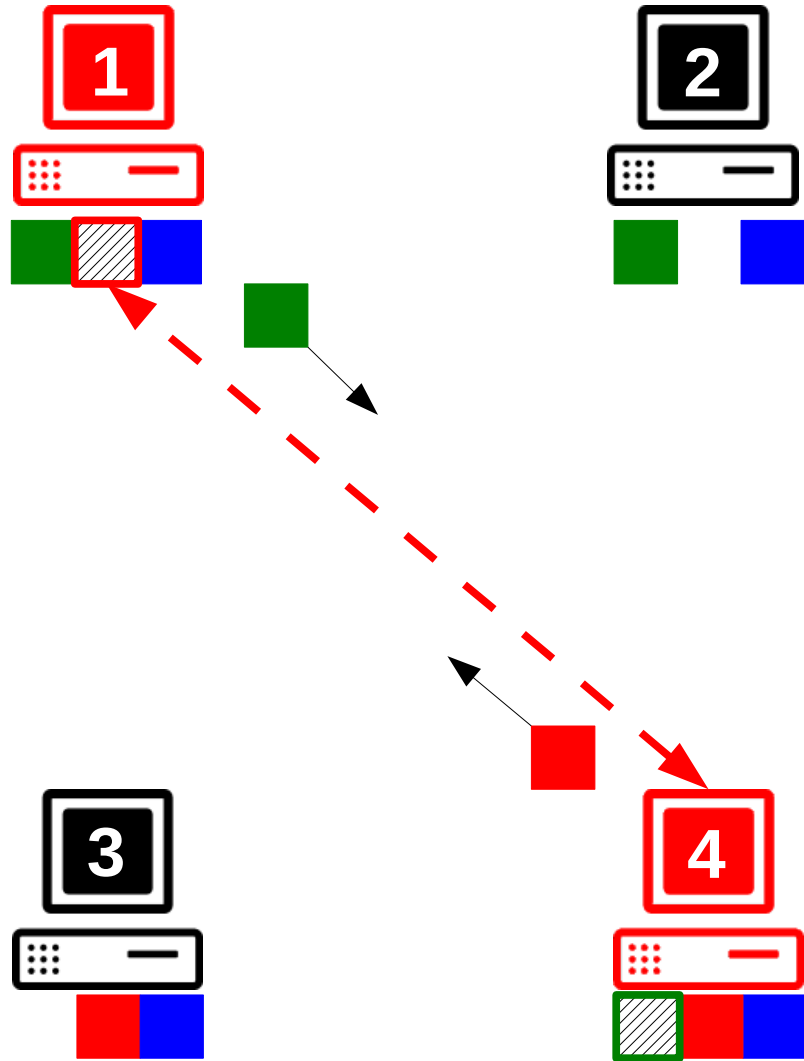


Without collisions



With collisions