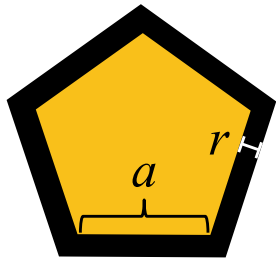


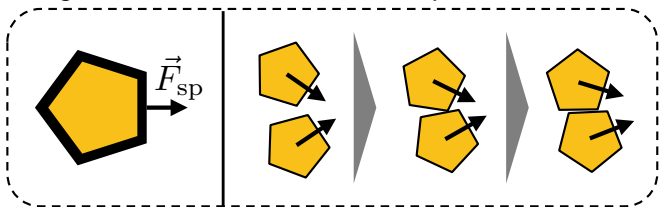
a)



b)

*Edge-forward*

Collision example

*Vertex-forward*