Predict new candidate velocieties v_p^{n+1}

Check linear trajectories for collisions

Repeat until no new collisions appear (max. 5 Iterations)

- Compute repulsion impulses for unhandled collisions
- Apply impulses → update v_p^{n+1}
- Check new linear trajectories for collisions

New velocity $v^{n+1}=v_p^{n+1}$

Update position $x^{n+1}=x^n+\Delta t\, v^{n+1}$

Rendering