Particle Engine

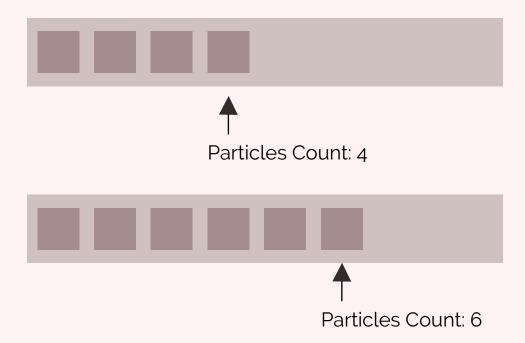


Fig: After adding two particles