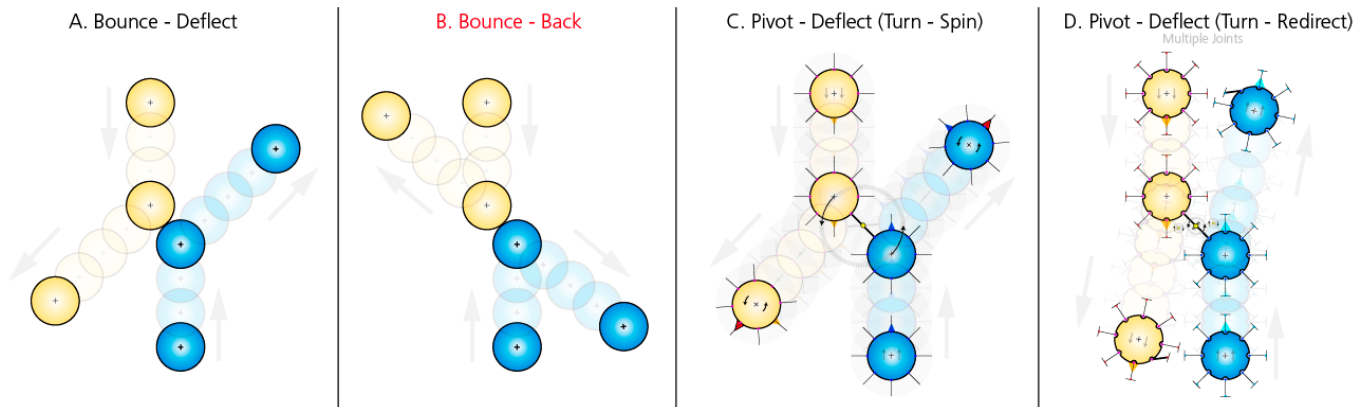


Deflect / Pivot Antennae

The first two drawings of the series are normal billiard-ball collisions (A,B), for the next two Pivot-Antennae are used (C,D).



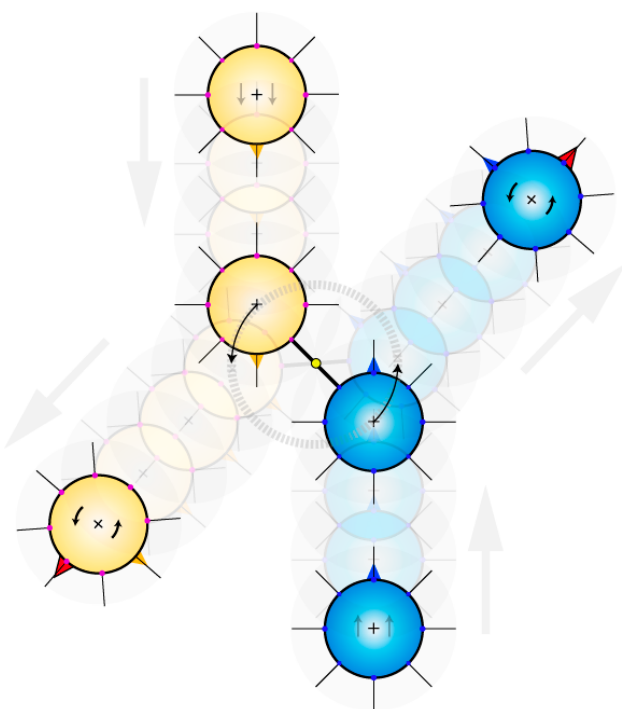
A. A classic deflecting collision.

B. A classic re-bounce collision, and in red because it's against the flow.

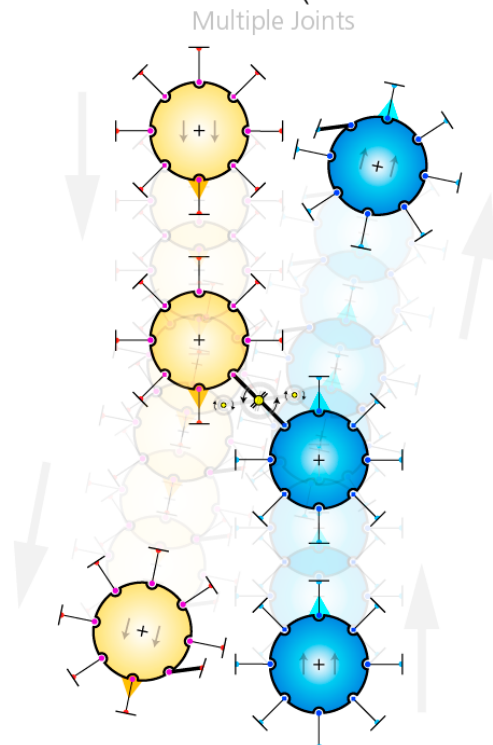
C. Two opposing antennae make contact, and set up a pivot-system between the two bodies, who individually turn, which causes them Spin.

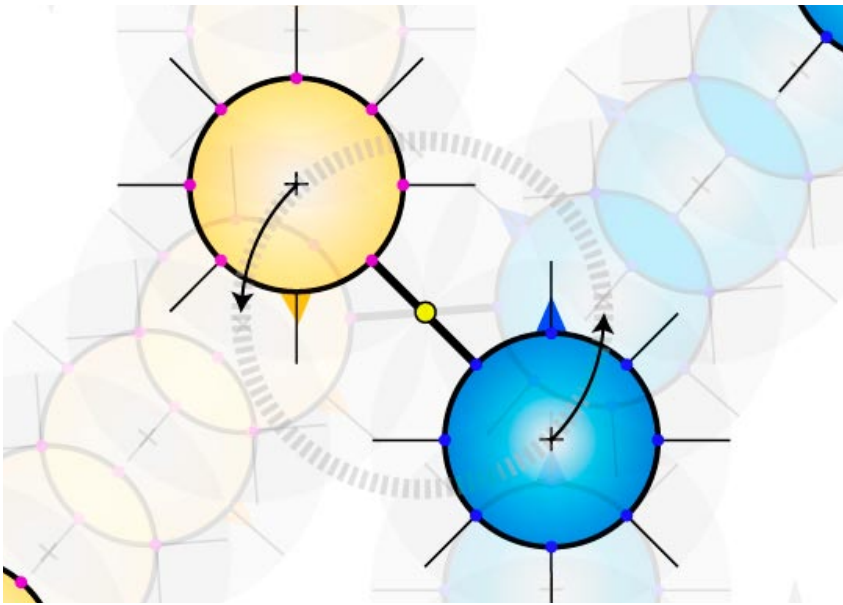
D. Two opposing antennae make contact, and cause both bodies to make a turn; but at the place where the 'joint' is attached to the body a second turn takes place. Due to this skewing effect, the sphere keeps going in the direction of their nose (Redirect), which is important when the option of Oval-bodies would be given a try, so they would always keep on moving along their central axis.

C. Pivot - Deflect (Turn - Spin)

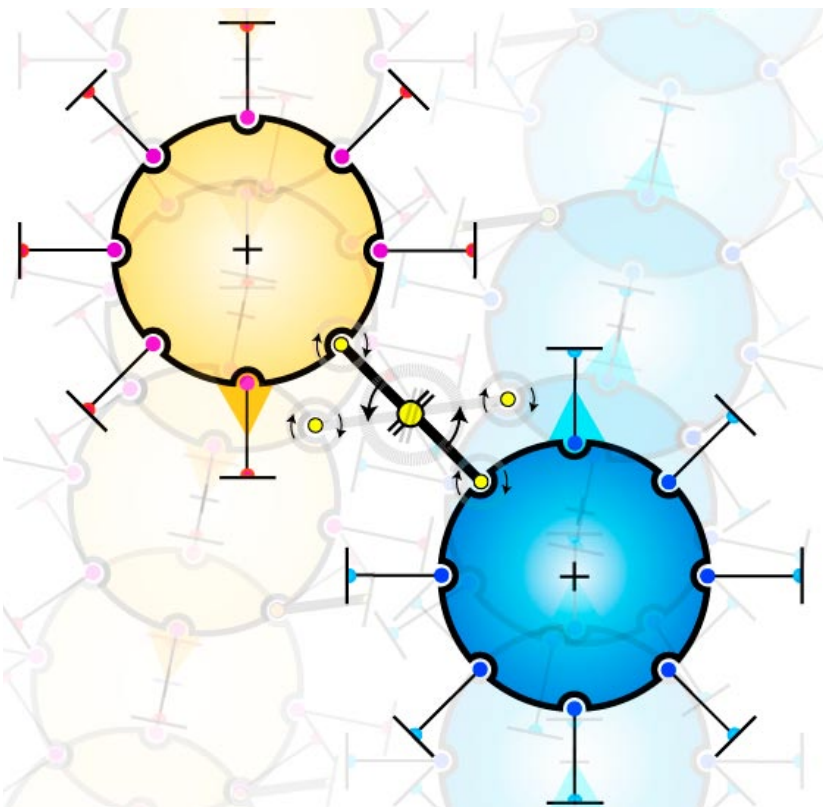


D. Pivot - Deflect (Turn - Redirect)





- Step I: When two antennae touch, a Pivot-Circle is set (|||||||).
- Step II: Both Spheres turn around the central-point.
- Step III: They keep turning depending on the collision-angle.
- Step IV: They let go and move forward.



- Step I: When 2 hairs touch, a small Pivot-Circle is set (|||||||).
- Step II: Both Spheres antennae turn around the central-point.
- Step III: They keep turning depending on the collision-angle.
- Step IV: The Spheres are pulled along and turn, redirecting themselves, around their joints.
- Step V: They let go and move forward.