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.
• 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.