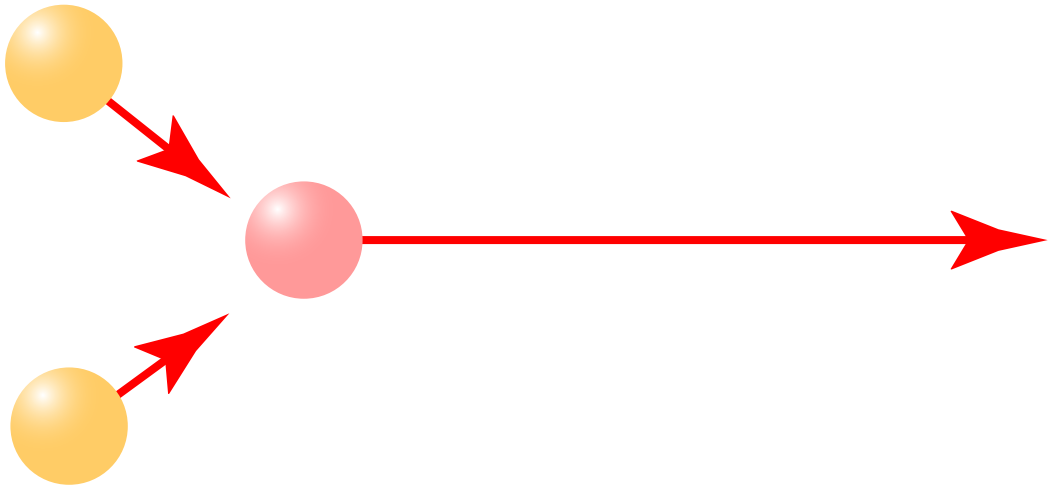
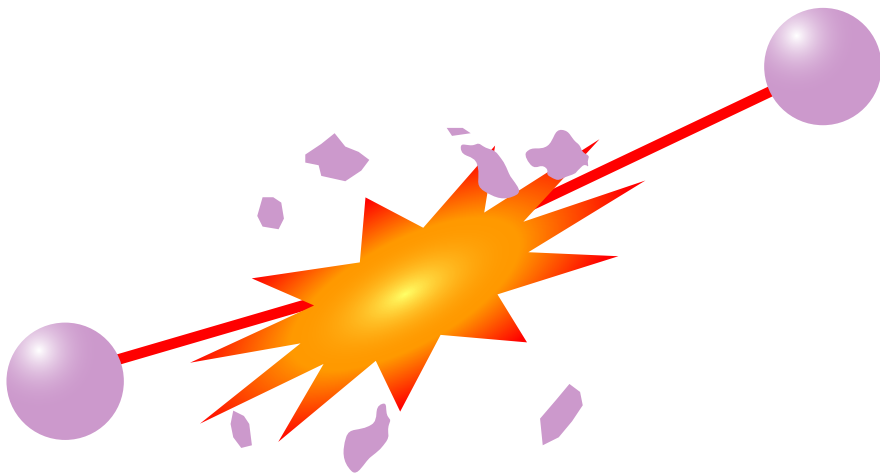


Why a disk?



Oblique collisions → regular orbits



Head-on collisions → smaller object