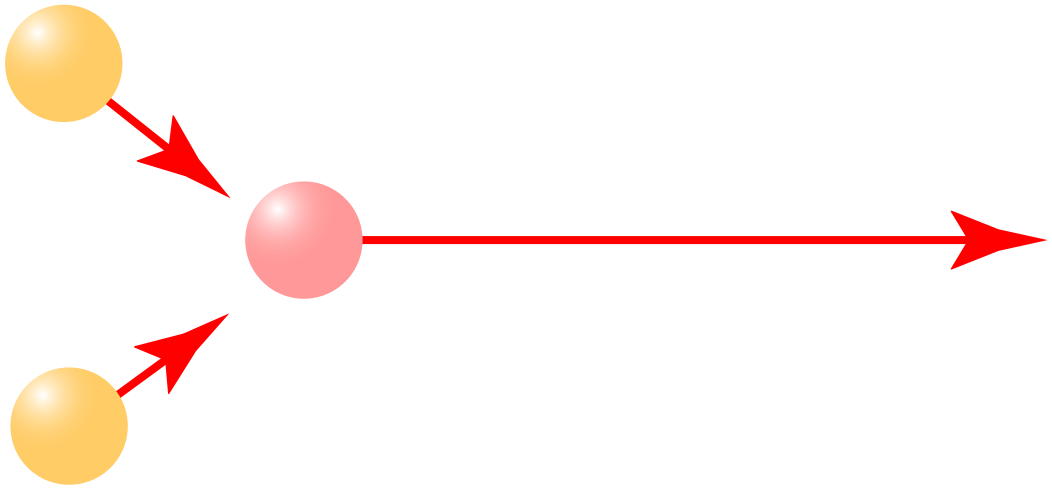
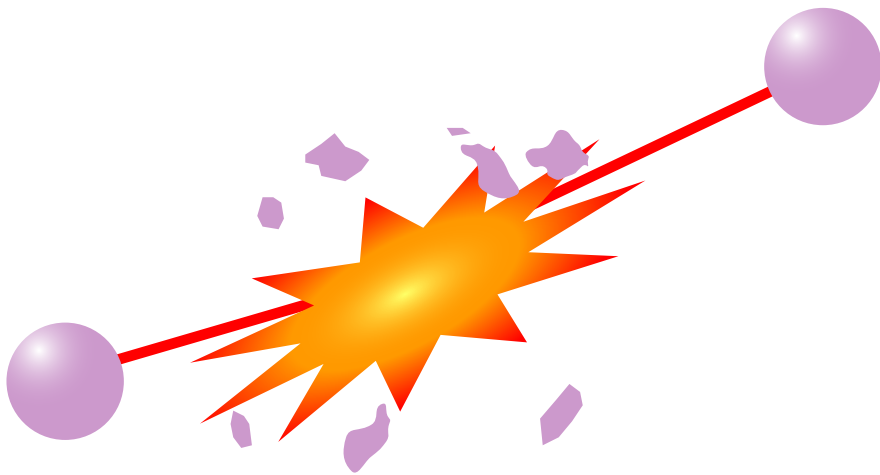


Why a disk?



Oblique collisions \rightarrow regular orbits



Head-on collisions \rightarrow smaller object