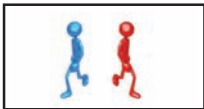
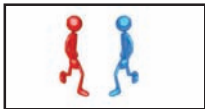
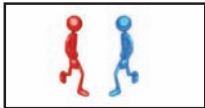




Non occluded objects: piecewise constant velocity model



Occluded objects without interaction:
piecewise constant velocity model



Occluded objects with interaction:
occluded object follows occluding one