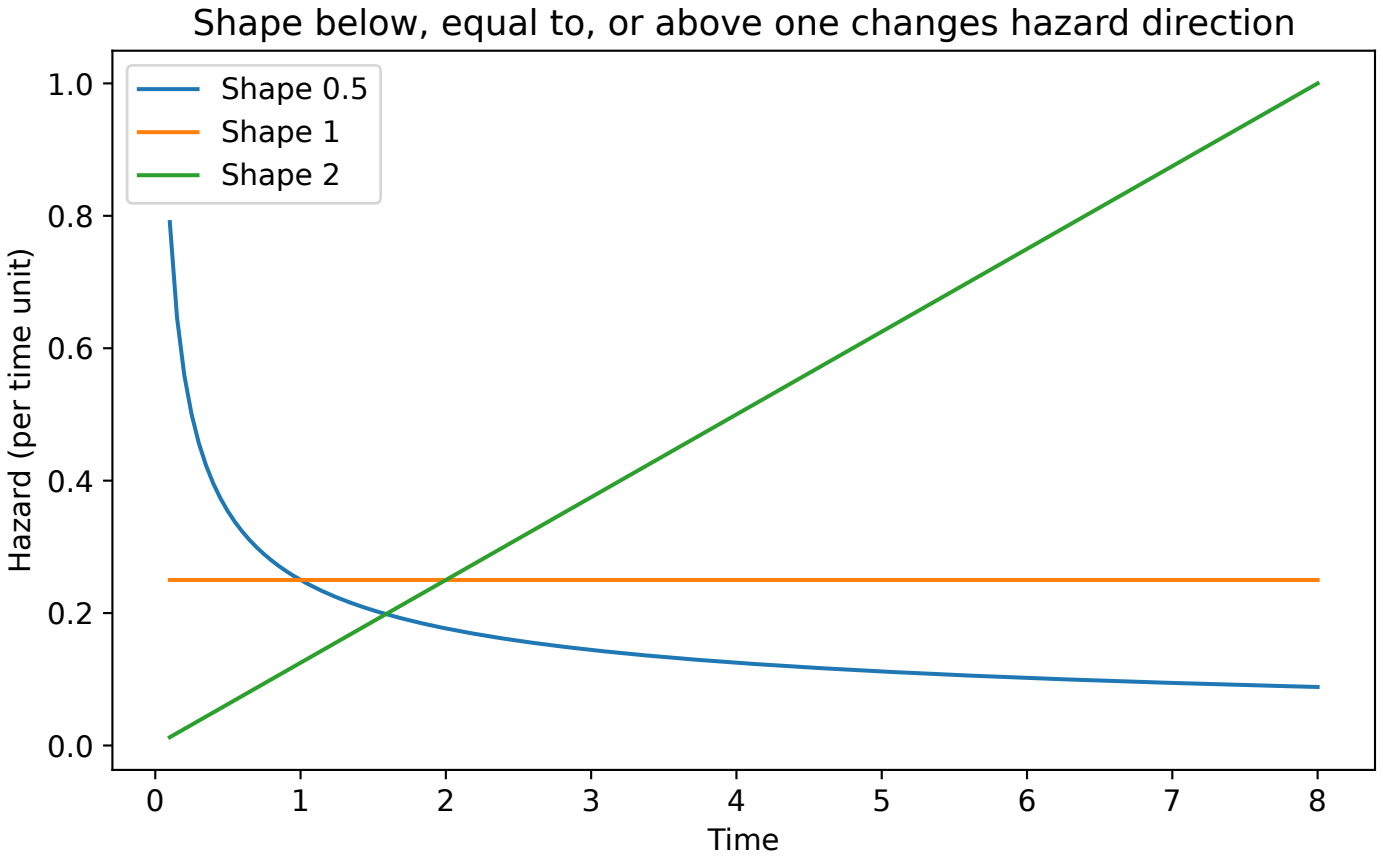
Shape below, equal to, or above one changes hazard direction
Shape 0.5
Shape 1
Shape 2
Hazard (per time unit)
Time
0.0
0.2
0.4
0.6
0.8
1.0
0
1
2
3
4
5
6
7
8