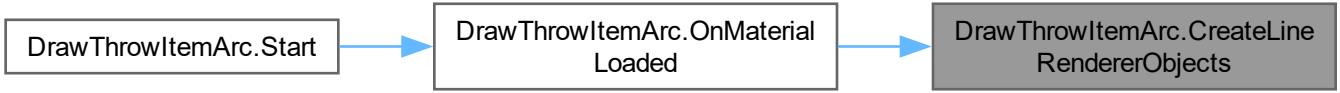
DrawThrowItemArc.Start
DrawThrowItemArc.OnMaterial Loaded
DrawThrowItemArc.CreateLine RendererObjects