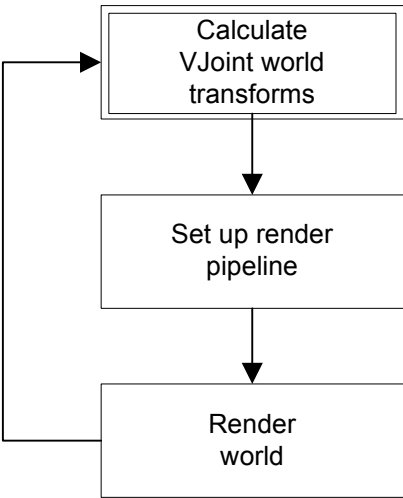


## Rendering



## Animation

