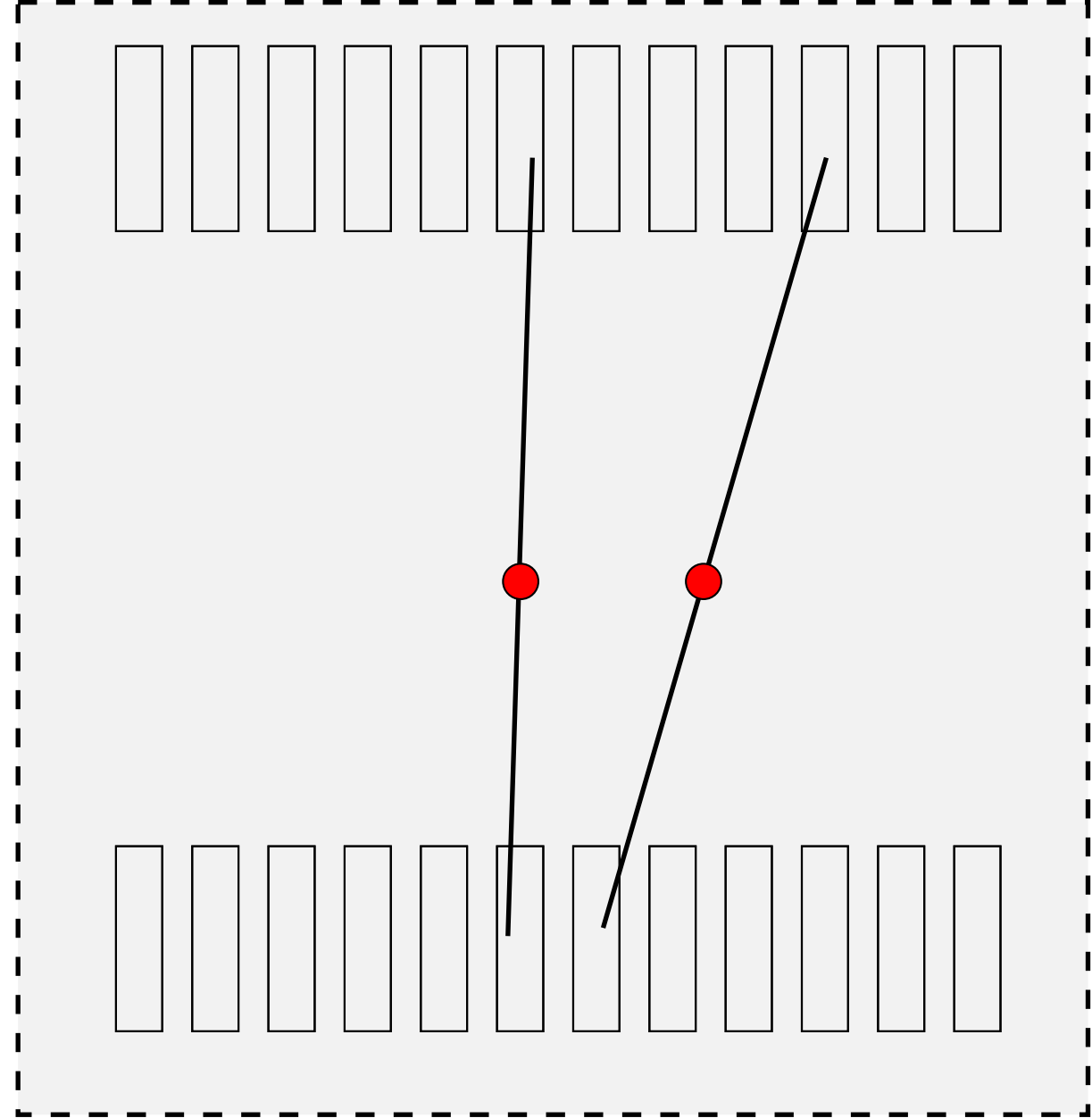


Acquisition 2D



Acquisition 3D