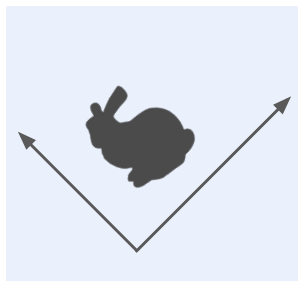
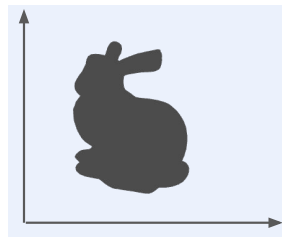


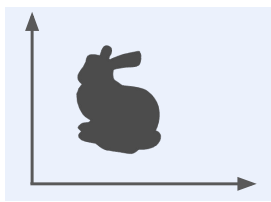
view



rotated
world



scaled
world



world