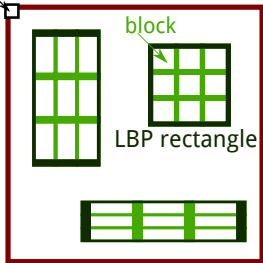


# Texture (integral image)

Fragment Position



Window