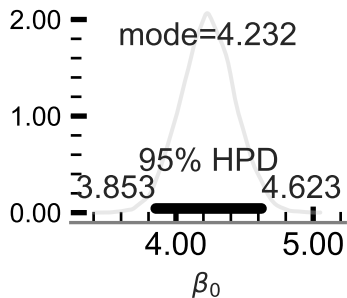
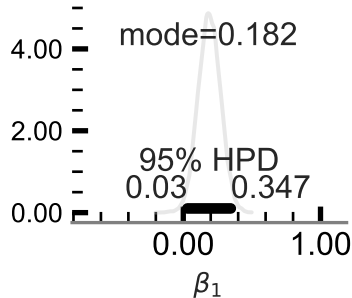


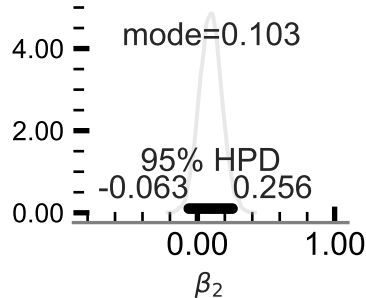
intercept



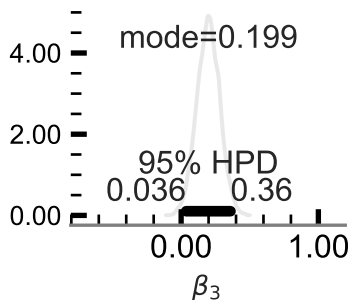
gesture



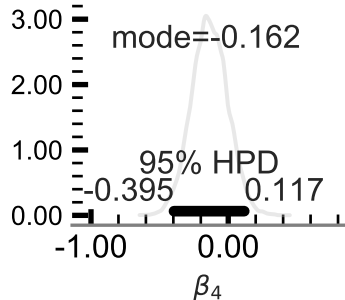
distance



shading



framing condition



comic position

