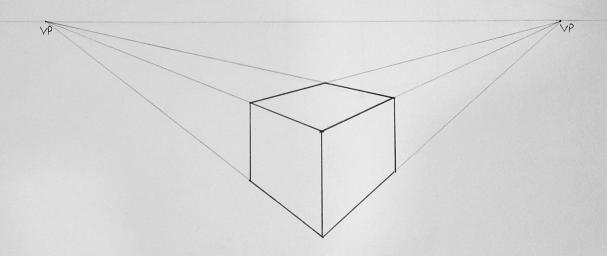
Object below eye level



OBJECT ON EYE LEVEL

