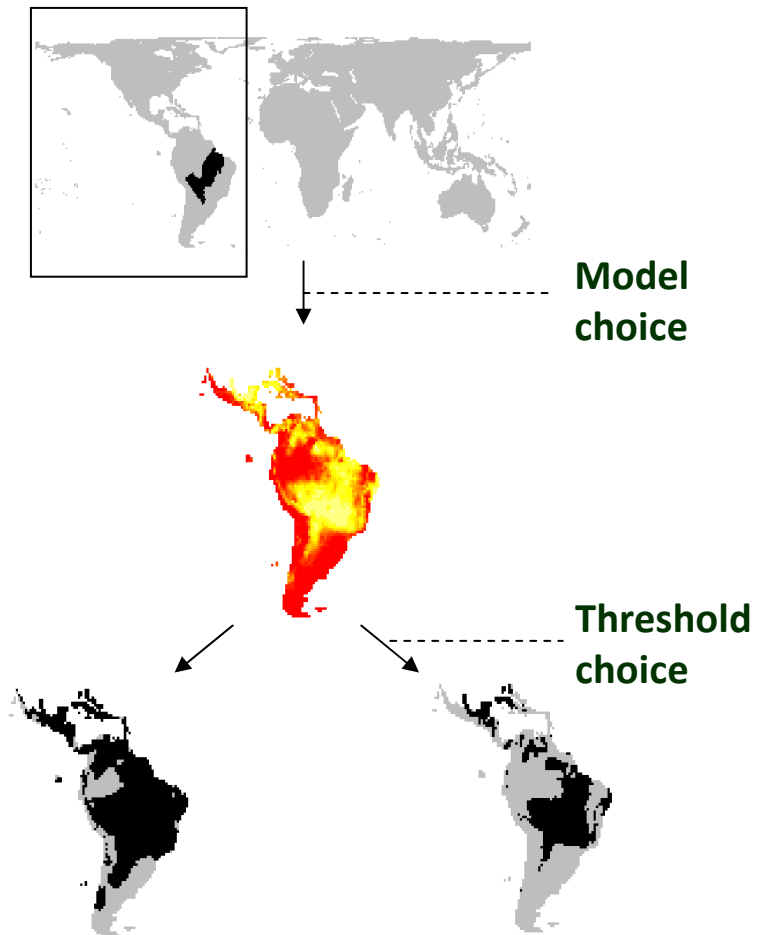


## Occupied realm projection



## Whole world projection

