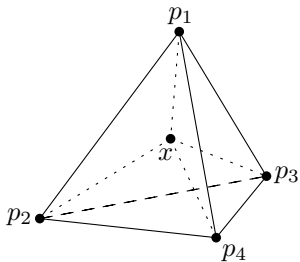


2D



3D