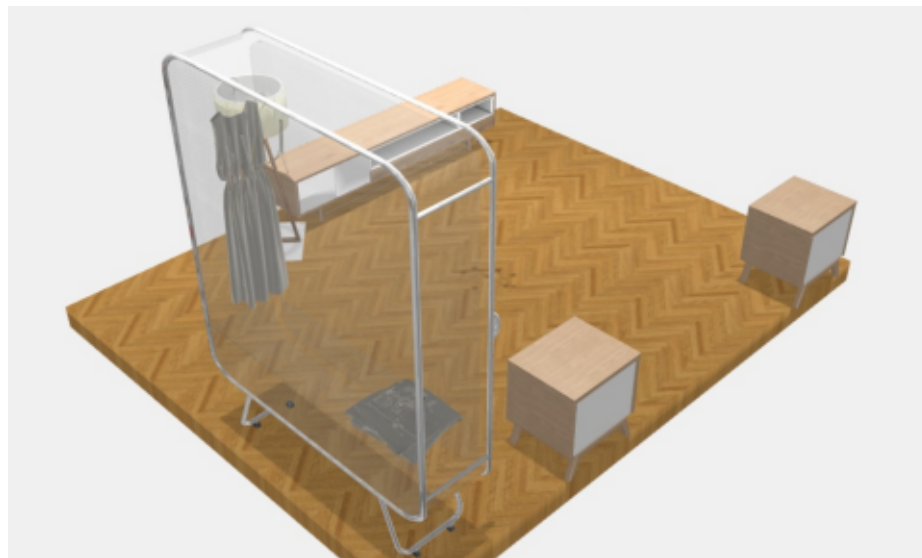
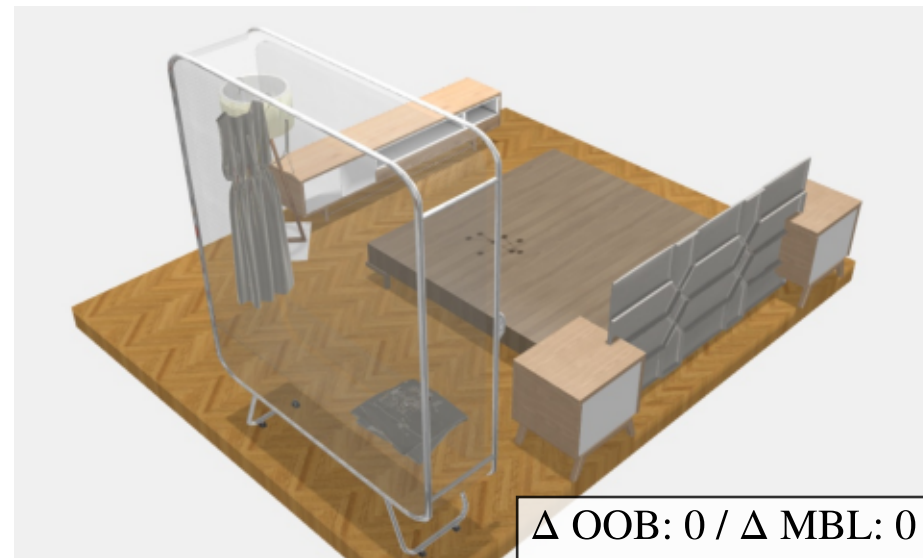


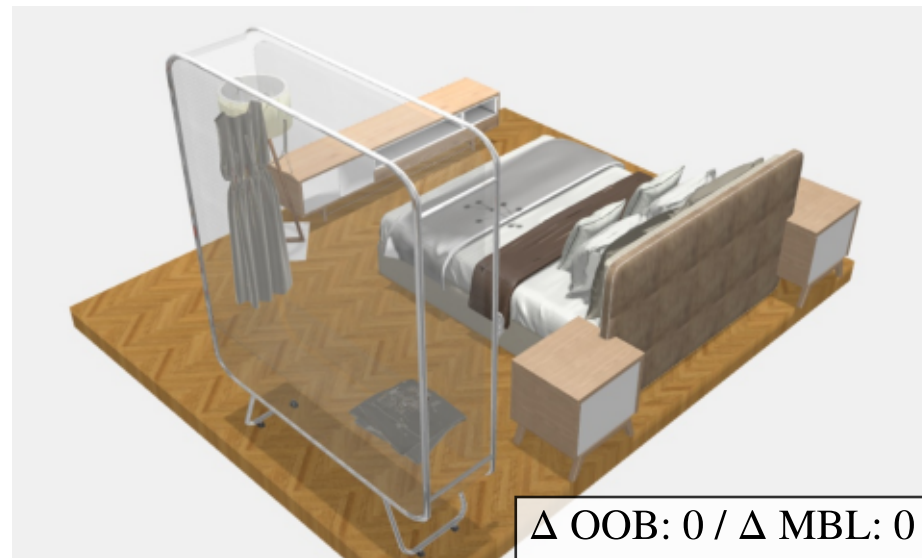
Scene Before



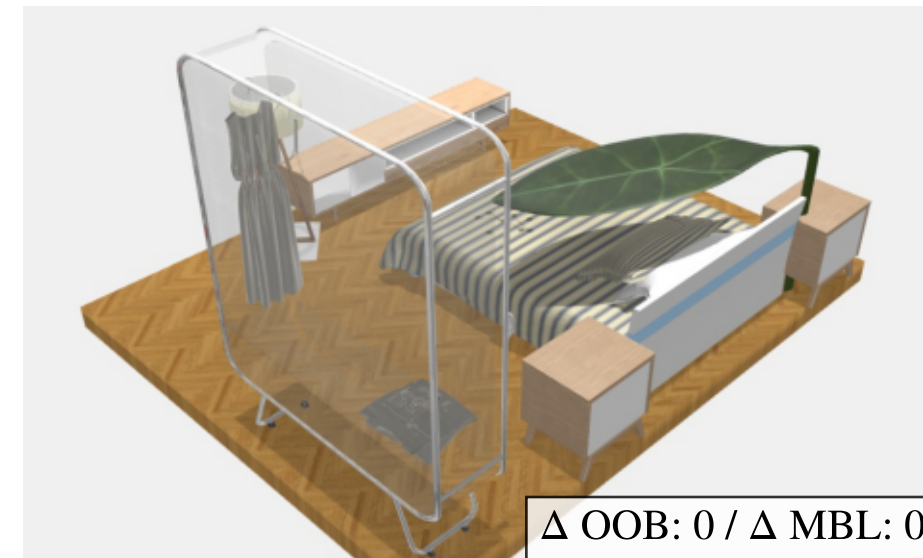
Asset #1


 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

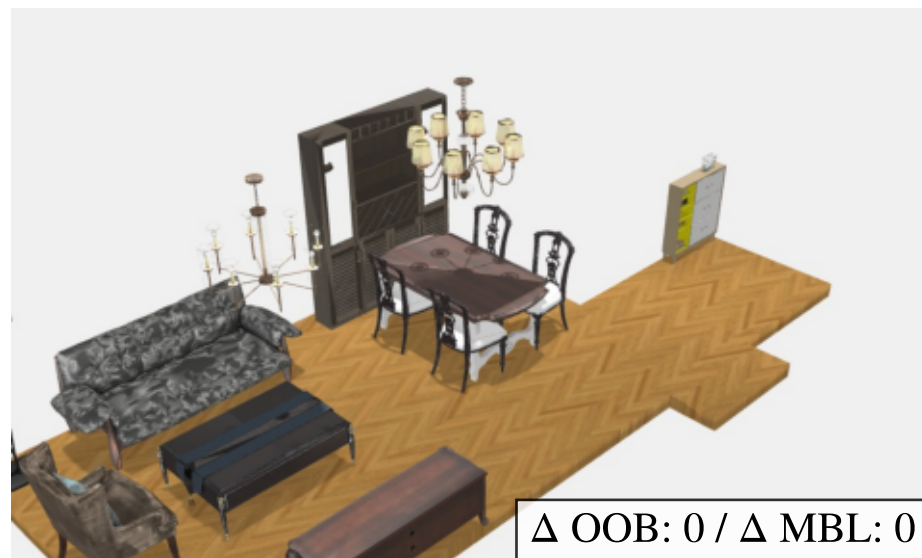
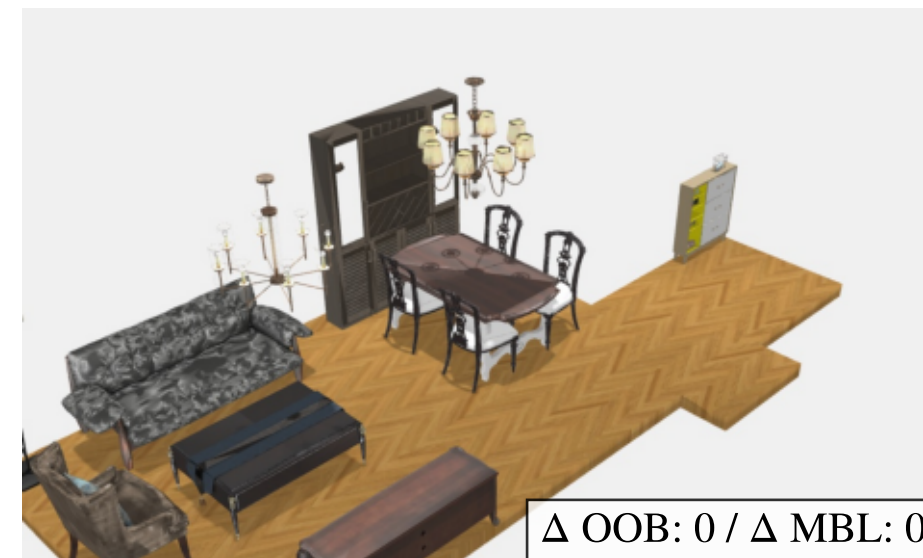
Asset #2


 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

Asset #3


 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

Scene After (GT)


 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0

 $\Delta$  OOB: 0 /  $\Delta$  MBL: 0
