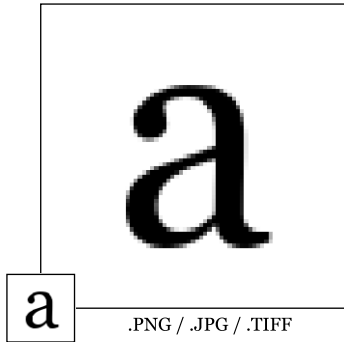


Raster rendering



Vector rendering

