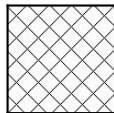
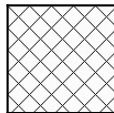
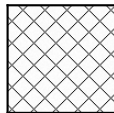
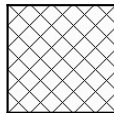


# SHADING



	VGL	
Shading	0.51	0.0
+ Position Y	1.66	0.0
+ Position X	2.33	1.0
	Shading	+ Position