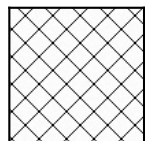
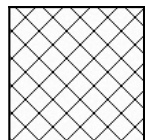
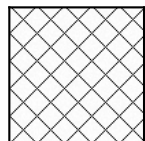


SHADING



Test

Shading

+ Position Y

+ Position X

