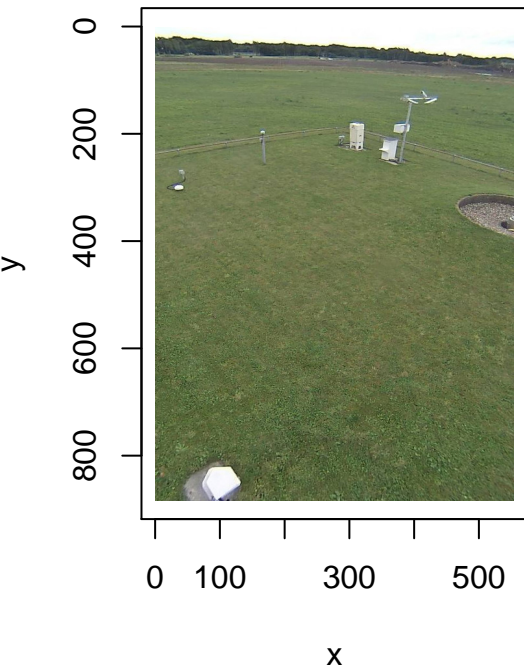


**Objects appearing in the scene**



**Objects appearing in the scene**

