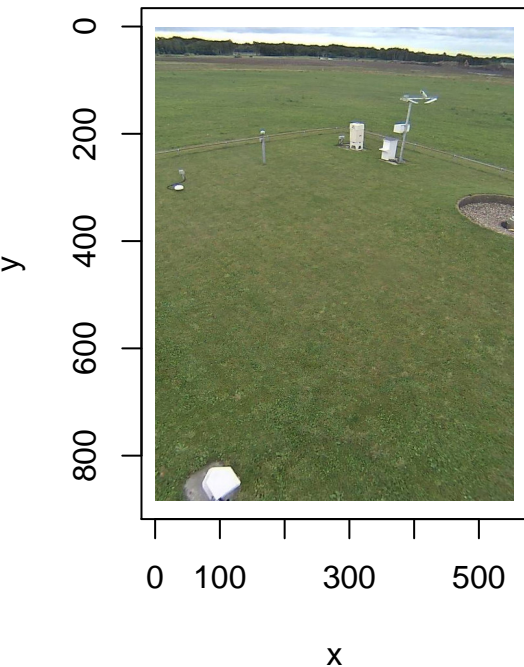


Objects appearing in the scene



Objects appearing in the scene

