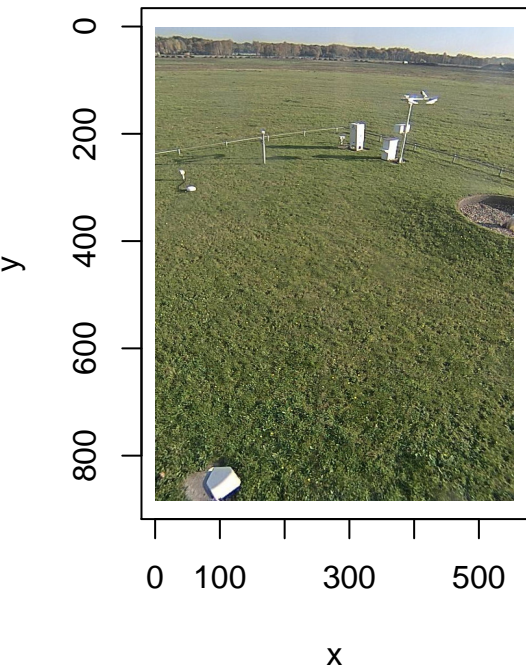


Umidity lines on the objective



Umidity lines on the objective

