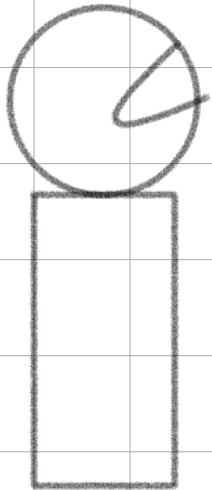


# Scene 1

Fresnel ...

start  
exit



# Scene 2

