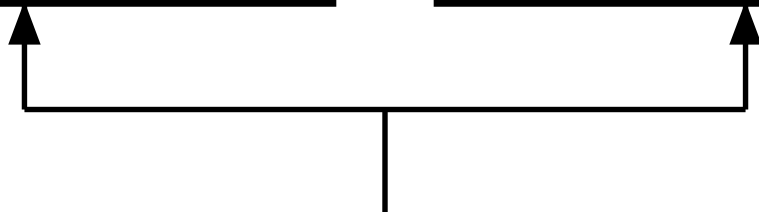


MeshInfo

MeshInfo



FaceInfo