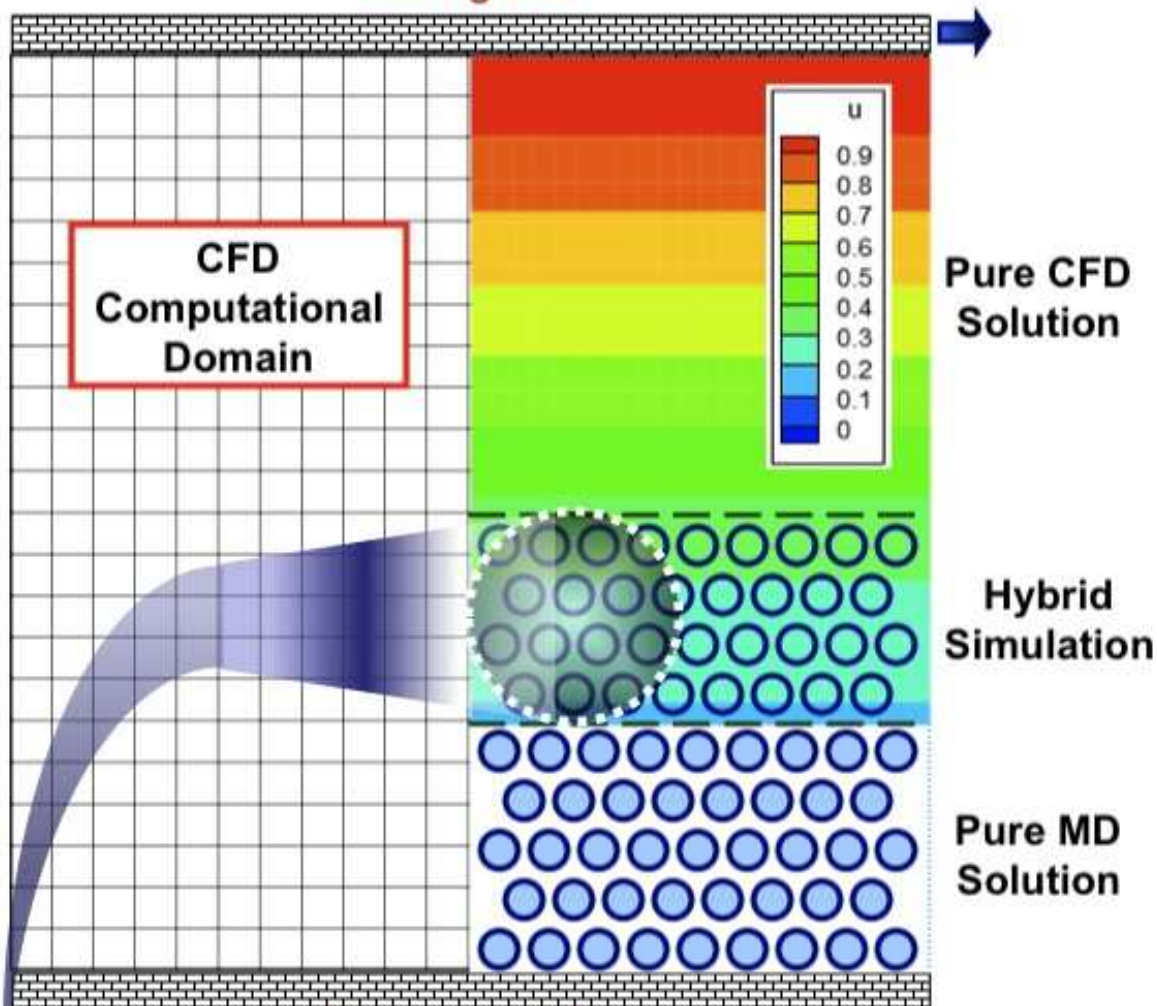


**Moving Wall**



**Stationary Wall**

