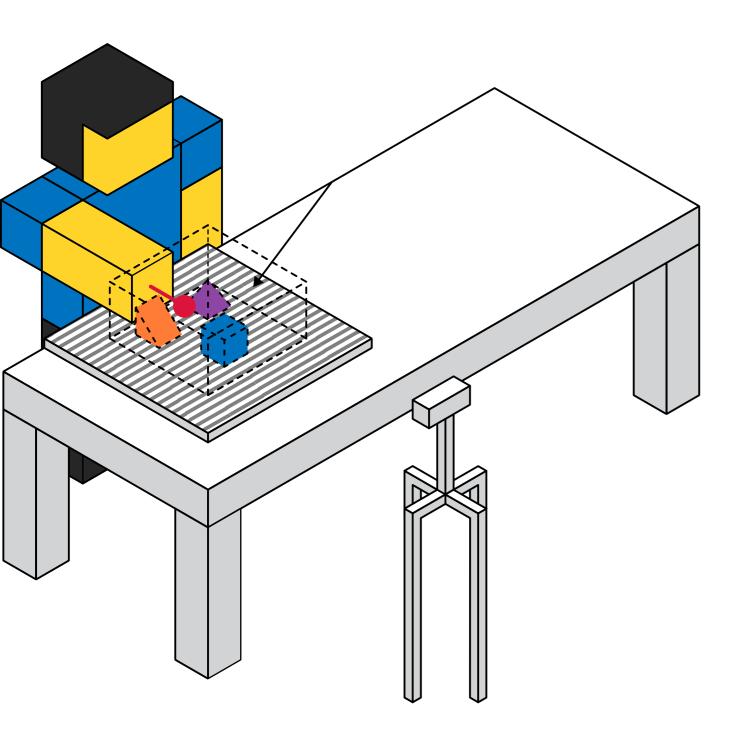
Condition A: Direct 3D

Condition A: Direct 2D



Condition C: Offset 3D

Condition A: Offset 2D

