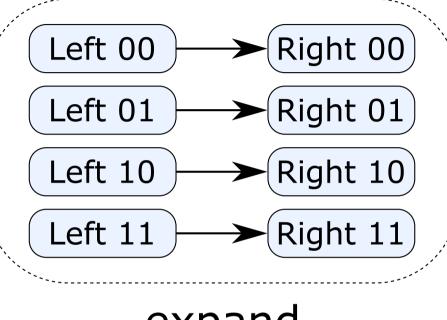
skeleton



expand

Left s
Right s

Os 1s
so s1

bind skeleton expand

