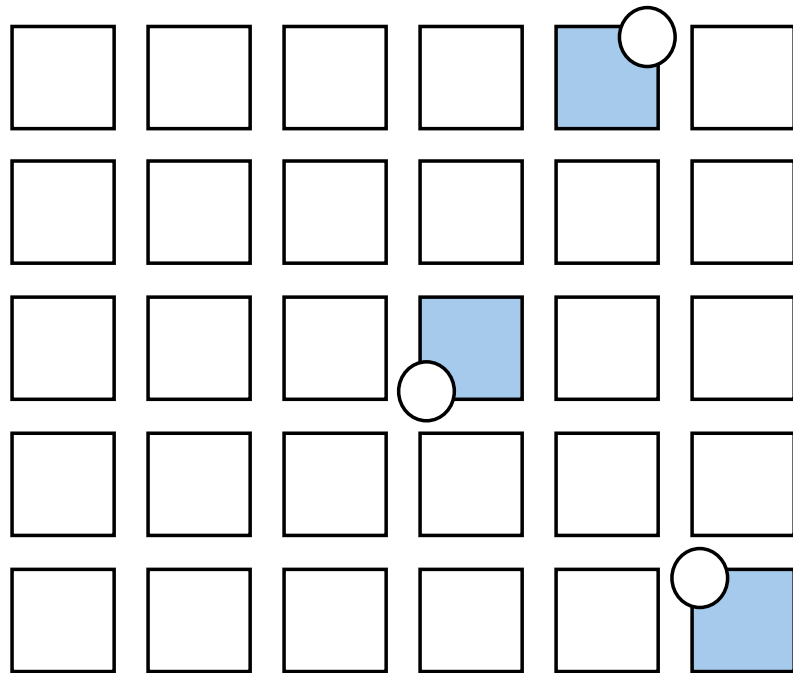
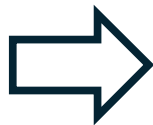


Assembled
Mesh



Unassembled
Mesh