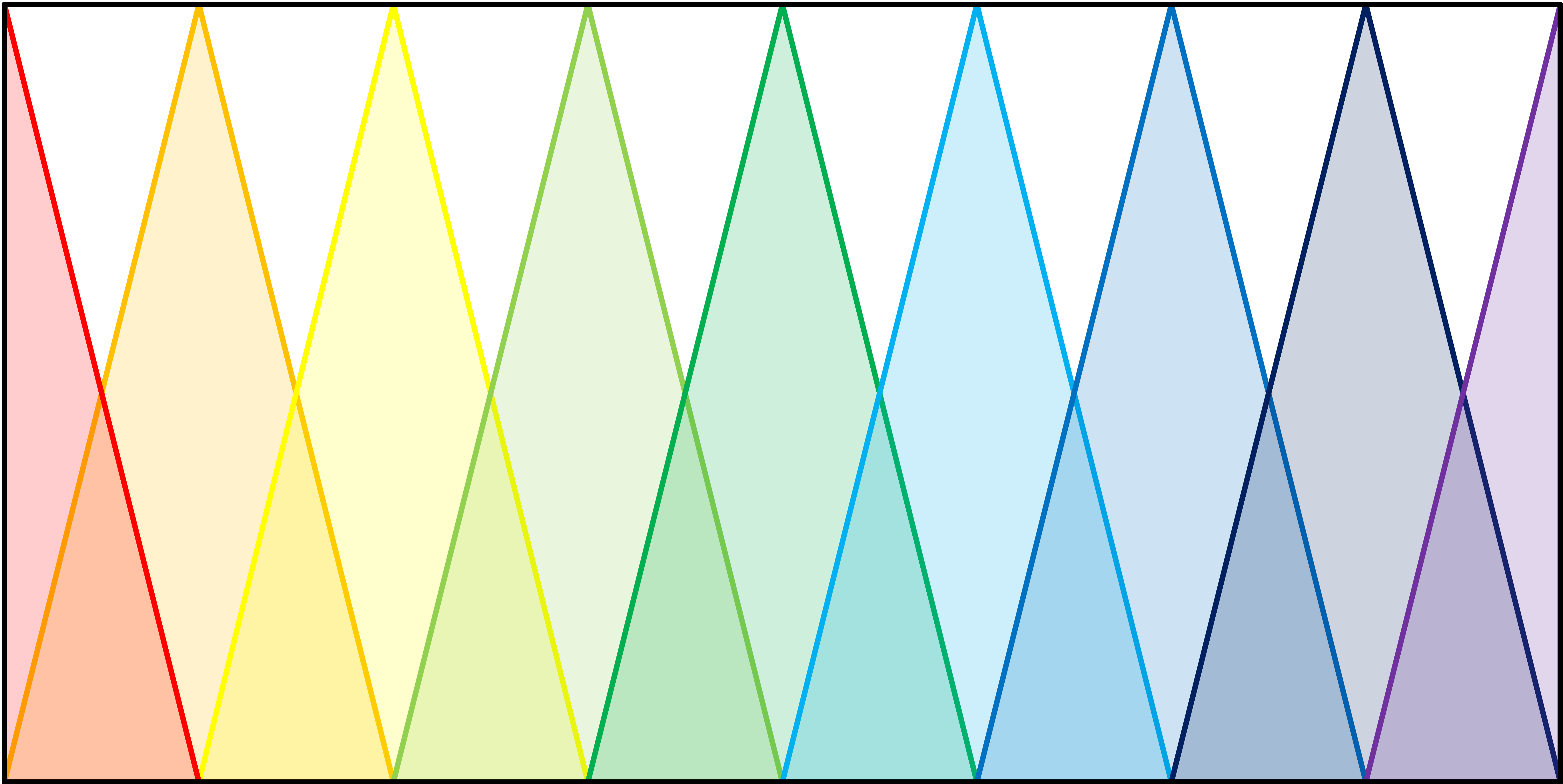
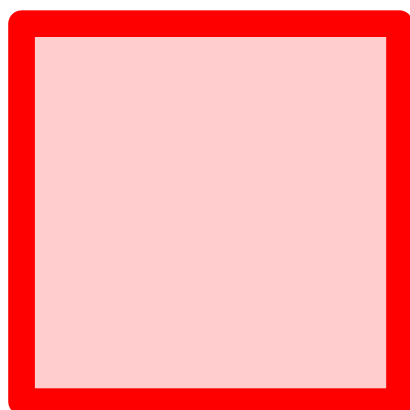


blastAspect

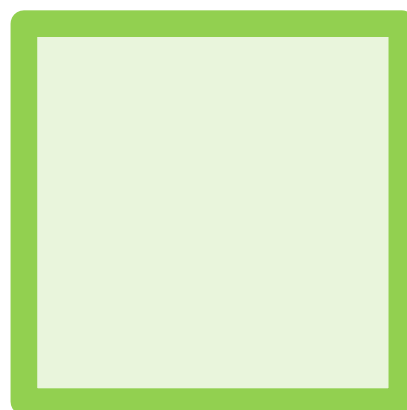


-360°

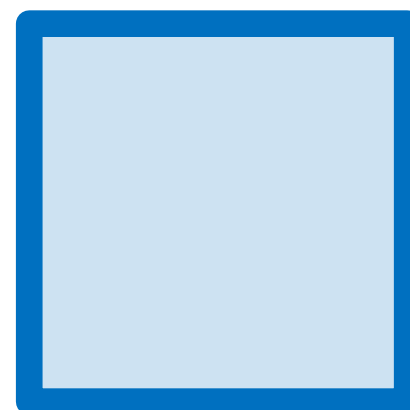
+360°



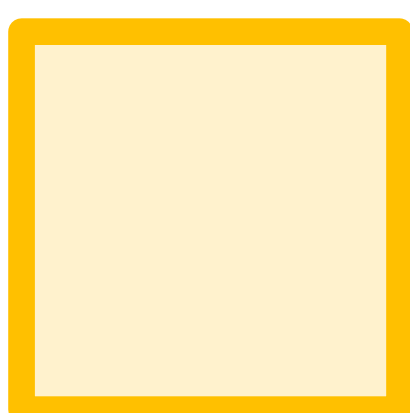
rightTwelve



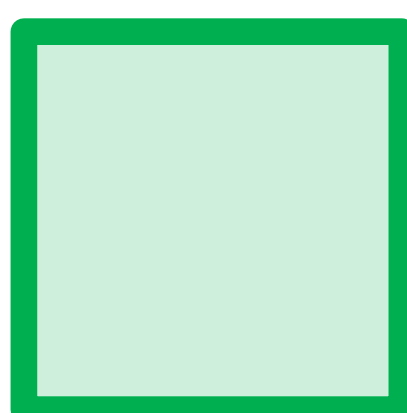
rightThree



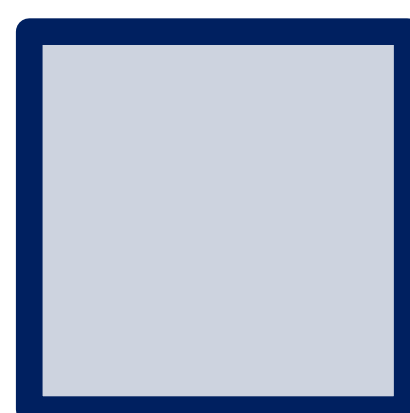
leftSix



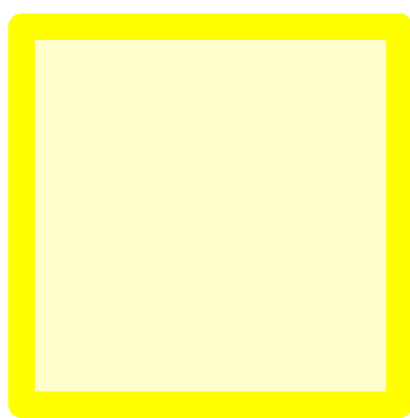
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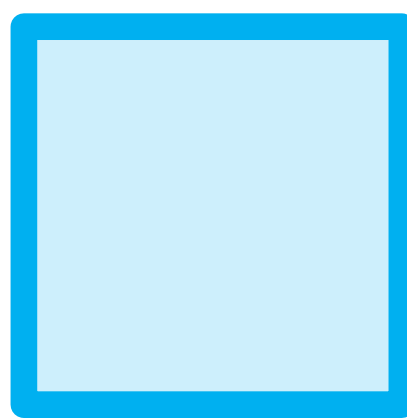
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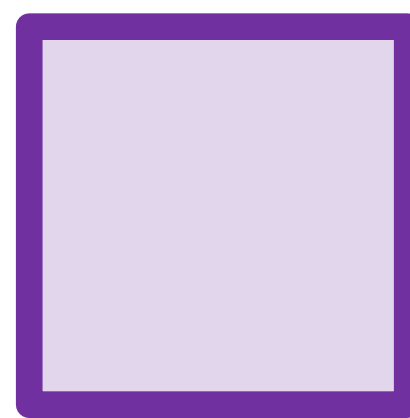
leftThree



rightSix



leftNine



leftTwelve