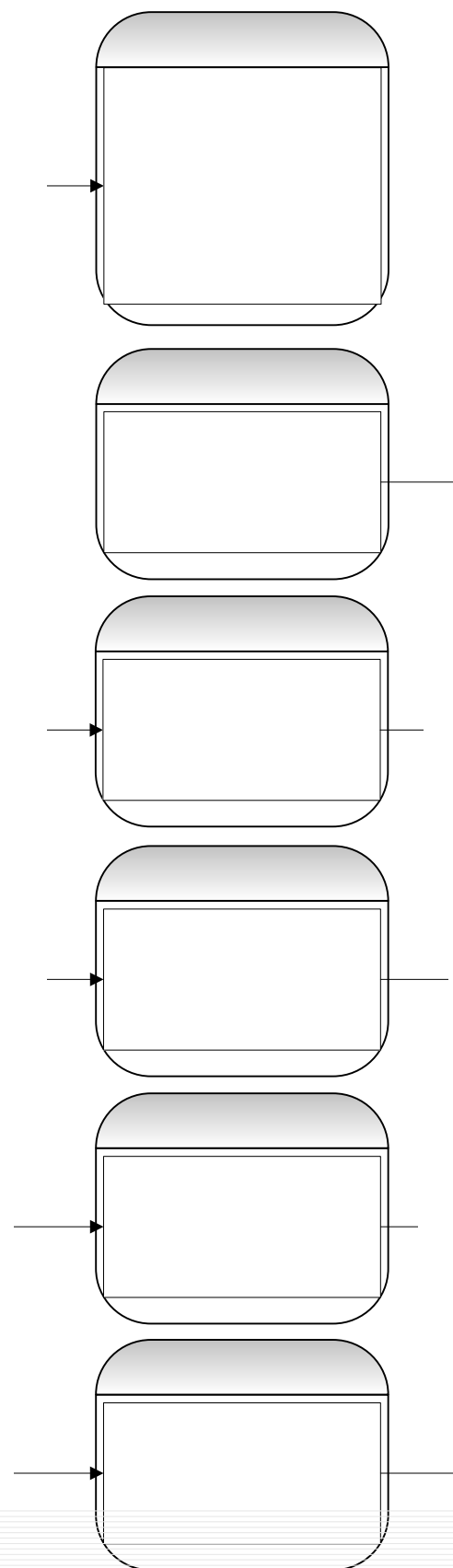
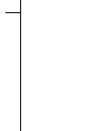


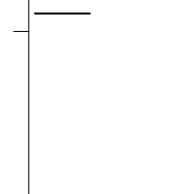
Main gl elements



Requirements:



Color space conversion:



Some glfilters

