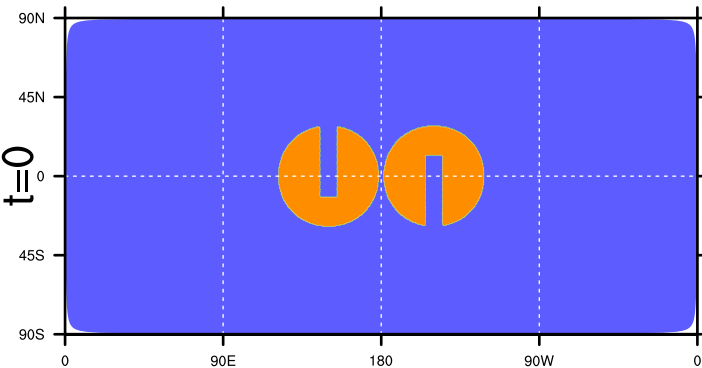


# Unlimited



# Shape-preserving

