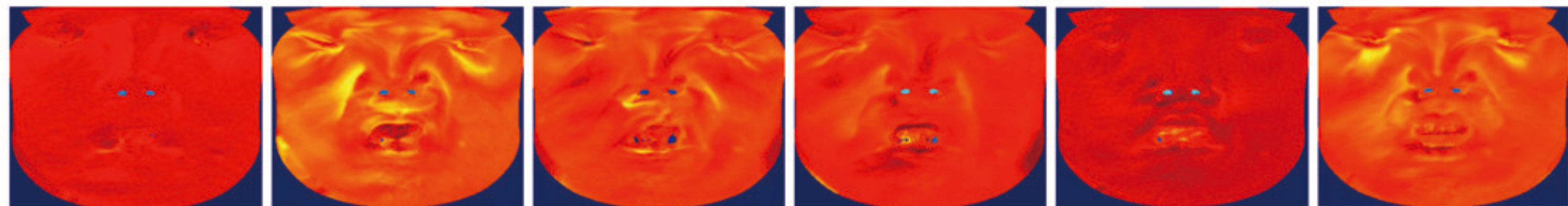Actor

Extracted Texture

Appereance Variance