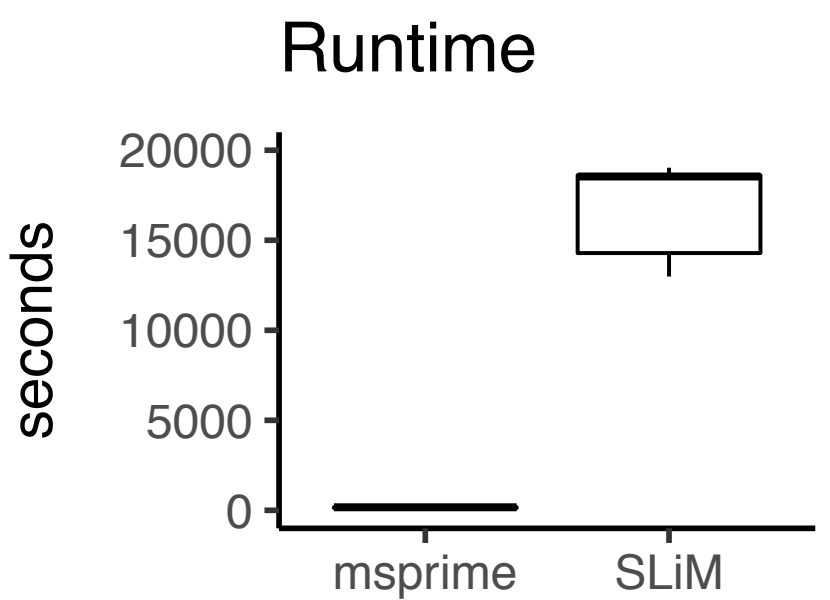
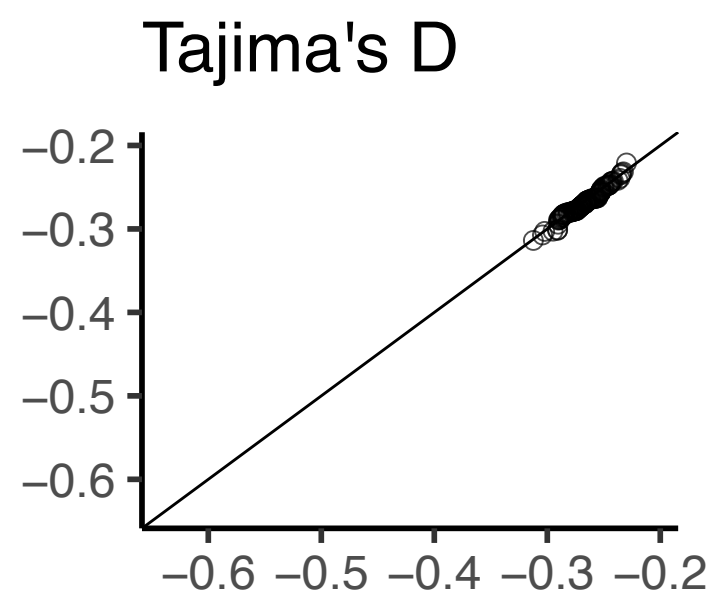
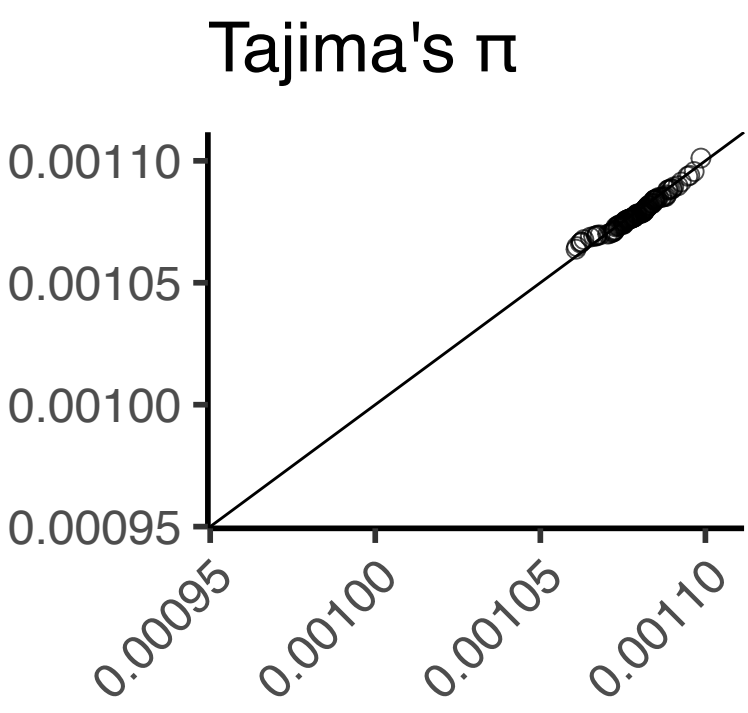
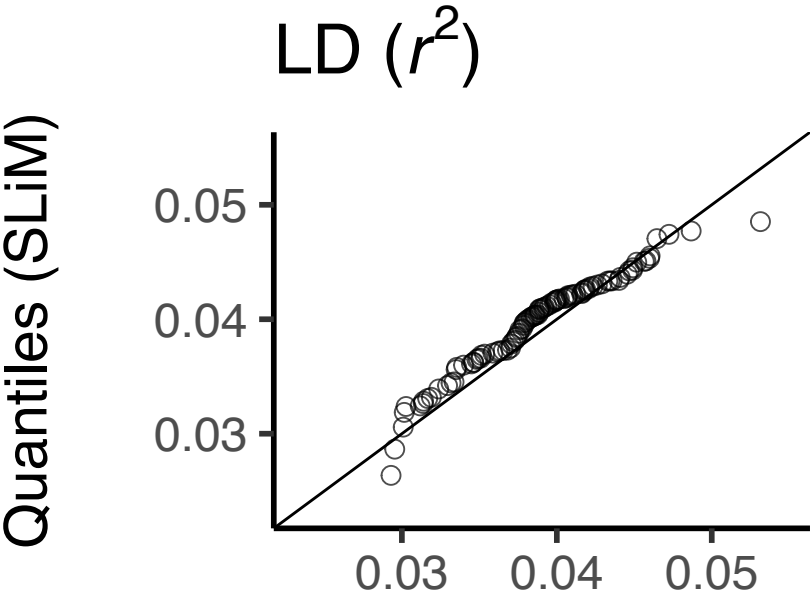
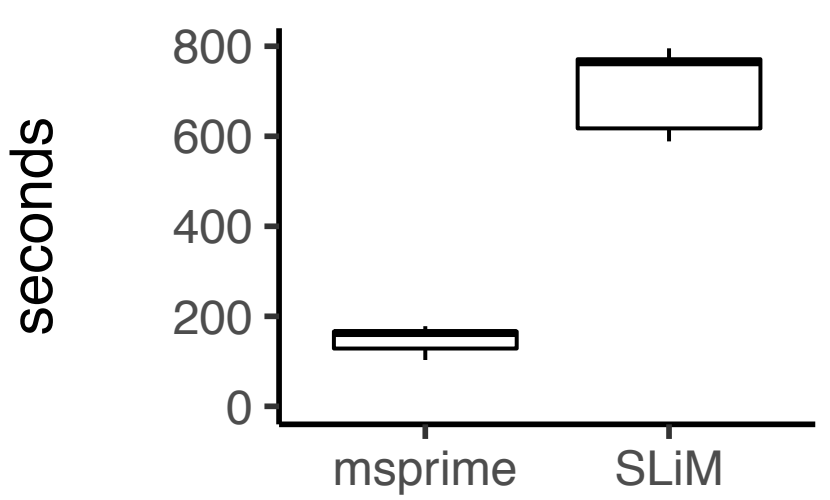
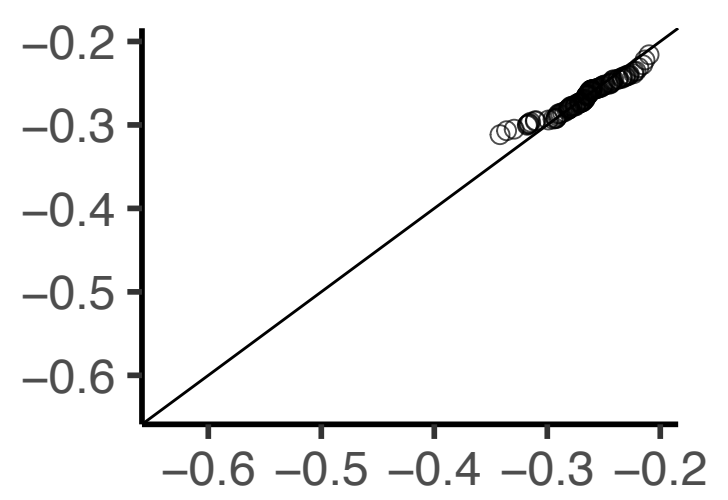
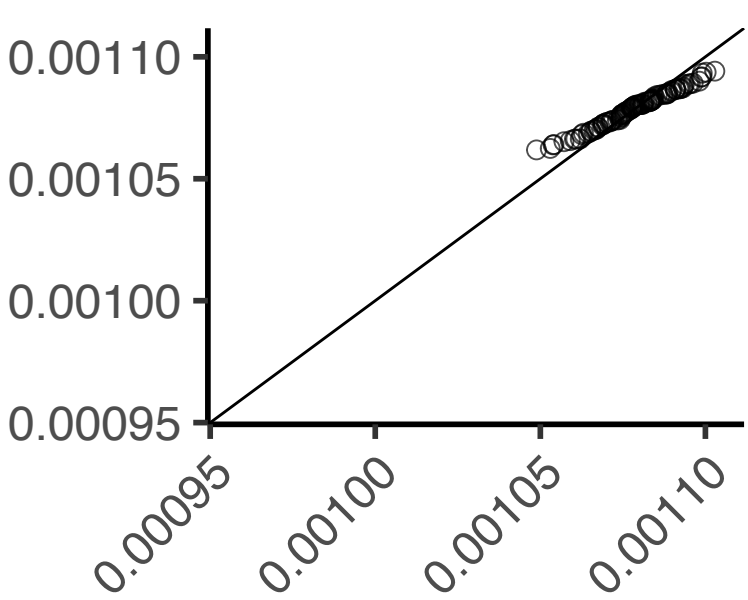
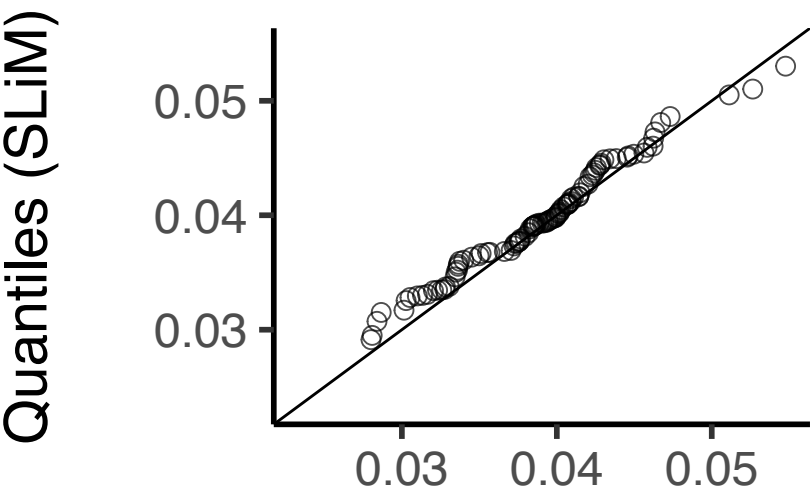


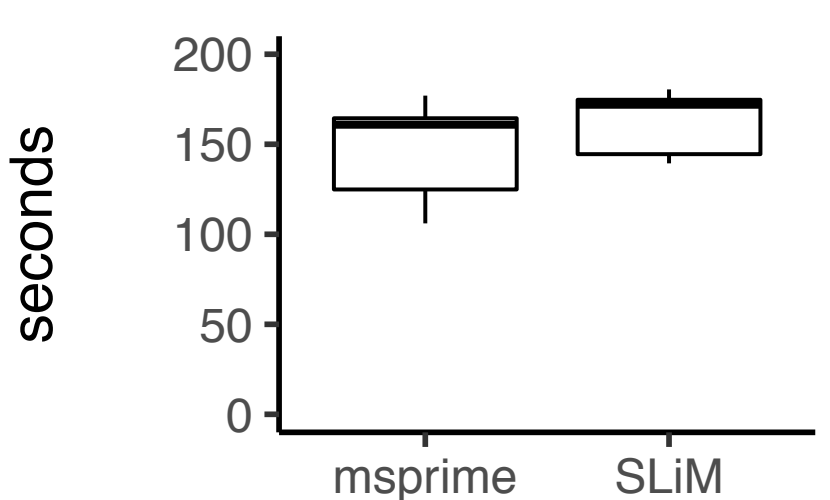
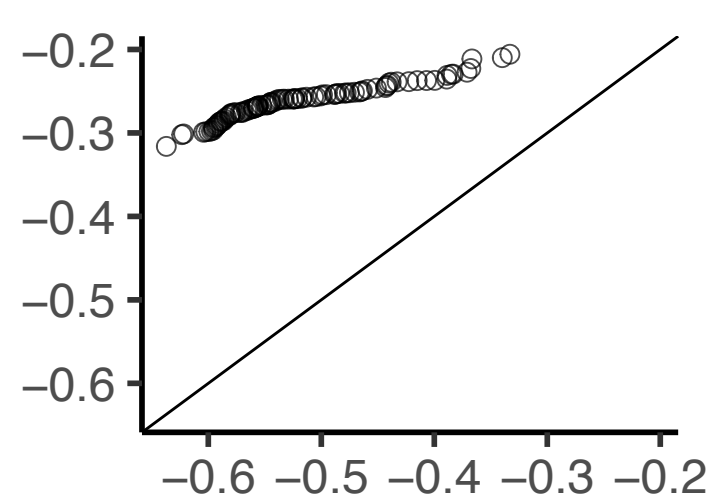
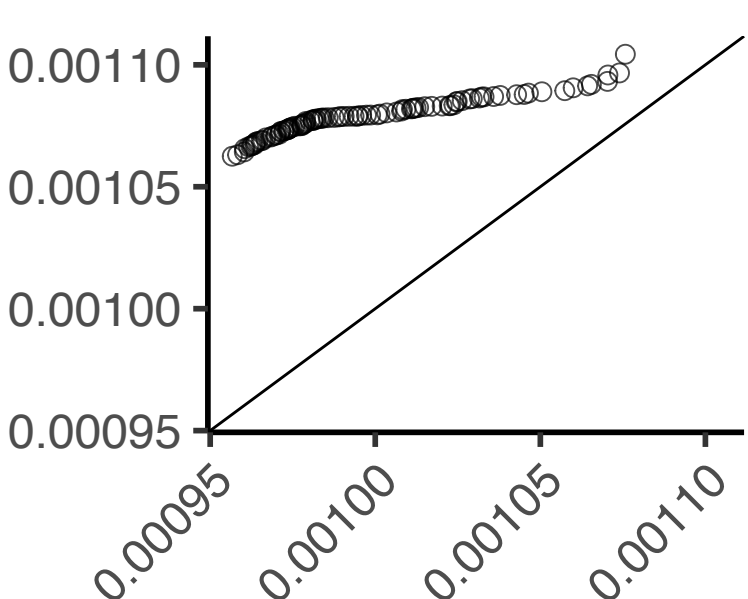
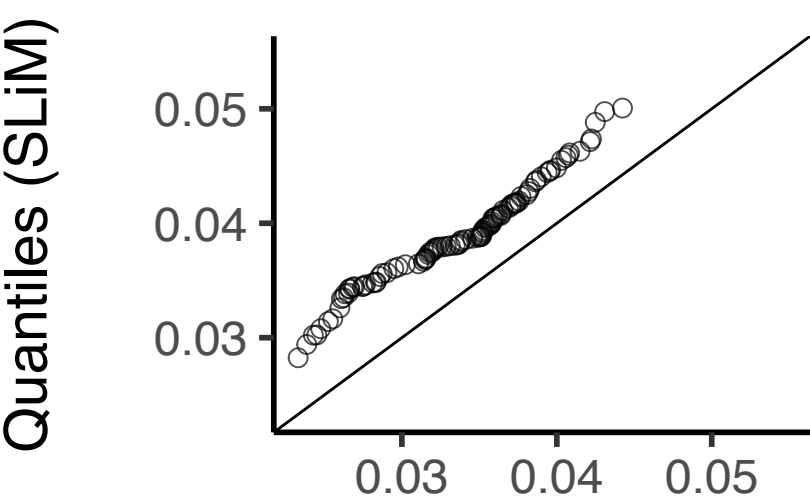
Uniform map
Scaling (Q=1)



Uniform map
Scaling (Q=10)



Uniform map
Scaling (Q=50)



Engine