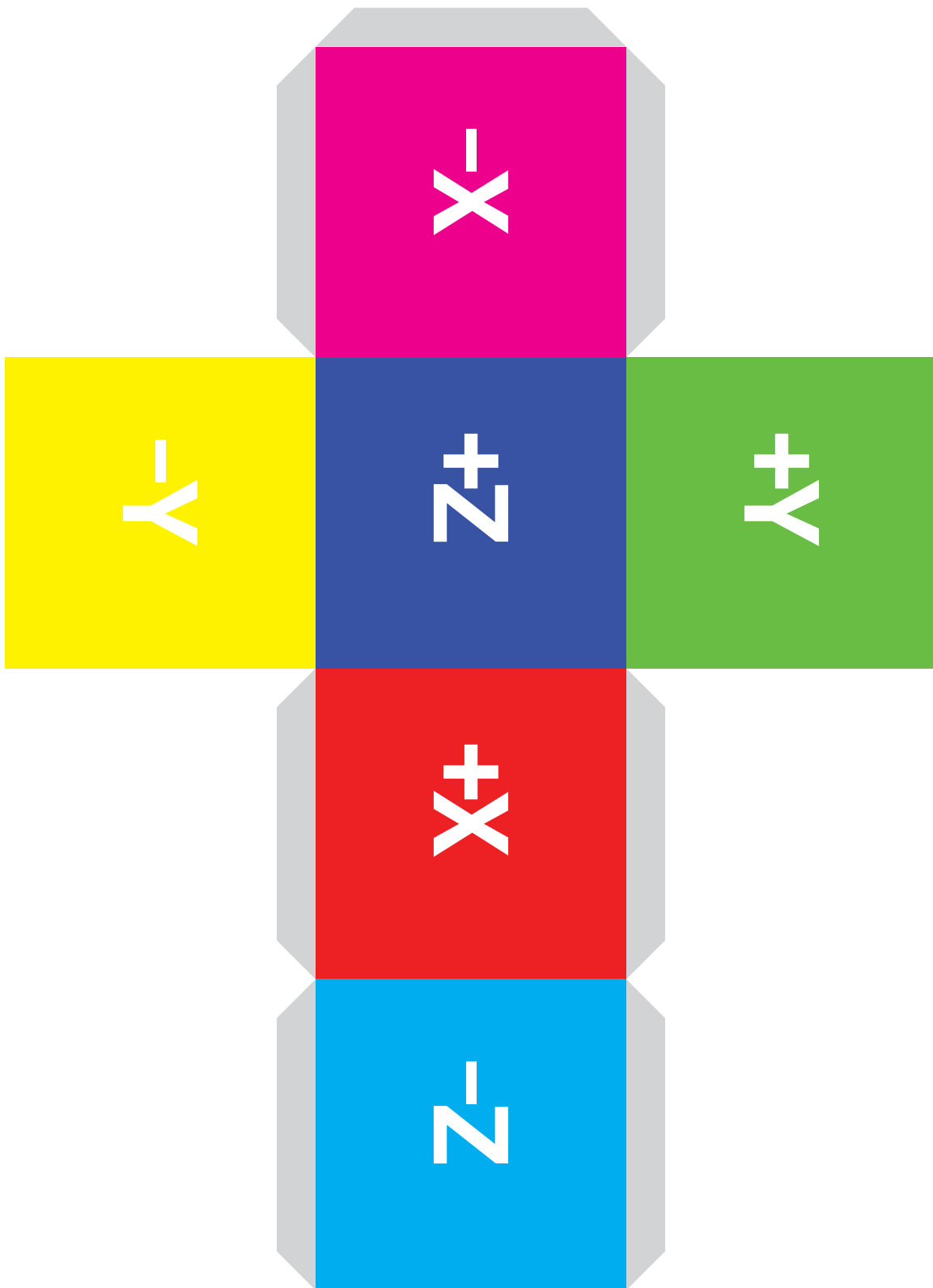


Cut, fold, and glue.



This cube demonstrates the right-handed coordinate system  
and the orientation of the faces of an OpenGL cube map.

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