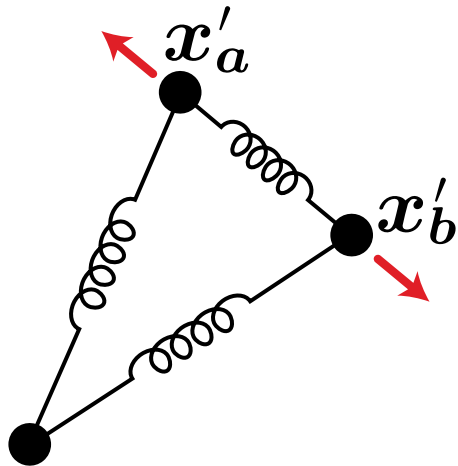


Rest state



Deformed state