

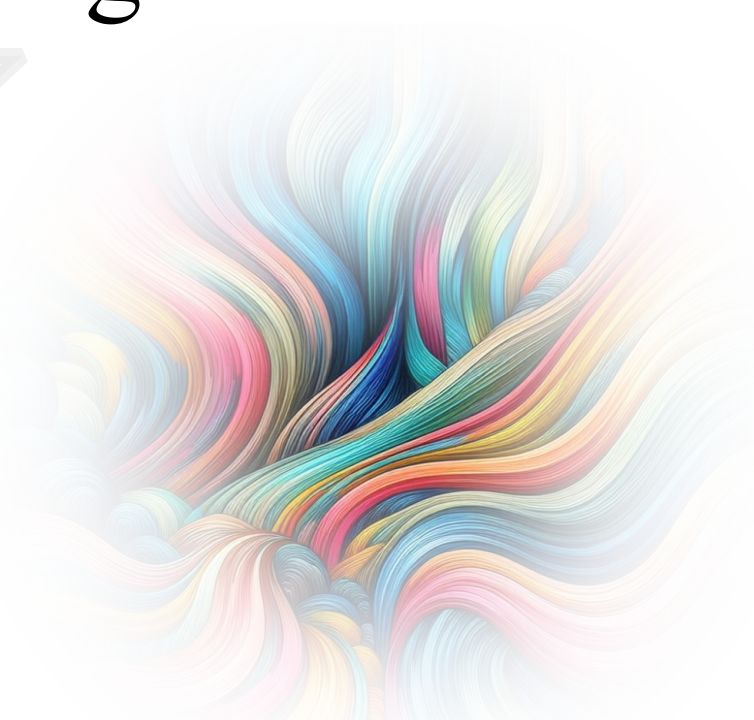
Rendering



No textures



Alpha (A) textures



RGB textures



RGBA textures