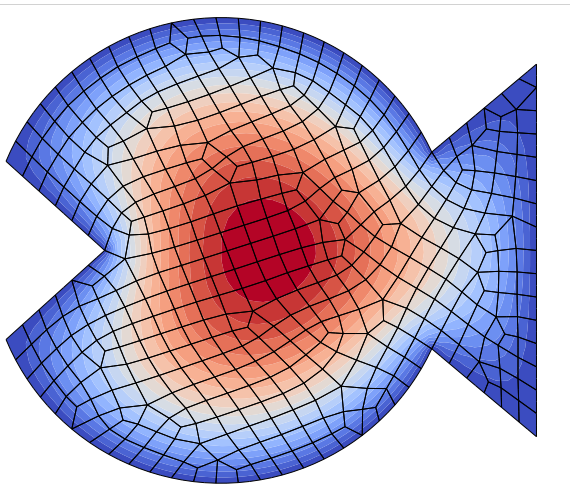
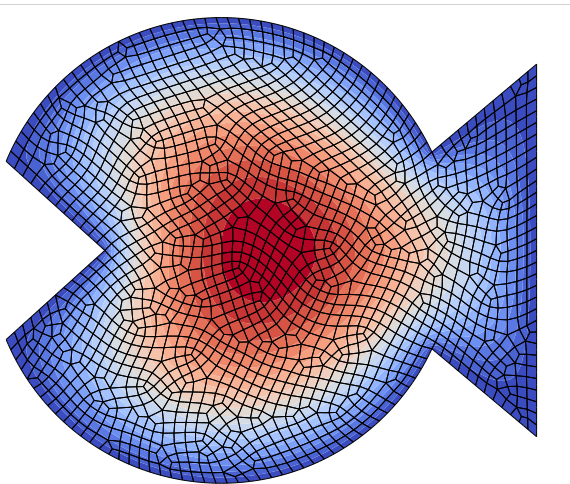


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default_resolution=0.05
mesh_mode="quads"



default_resolution=0.1
mesh_mode="tris"

