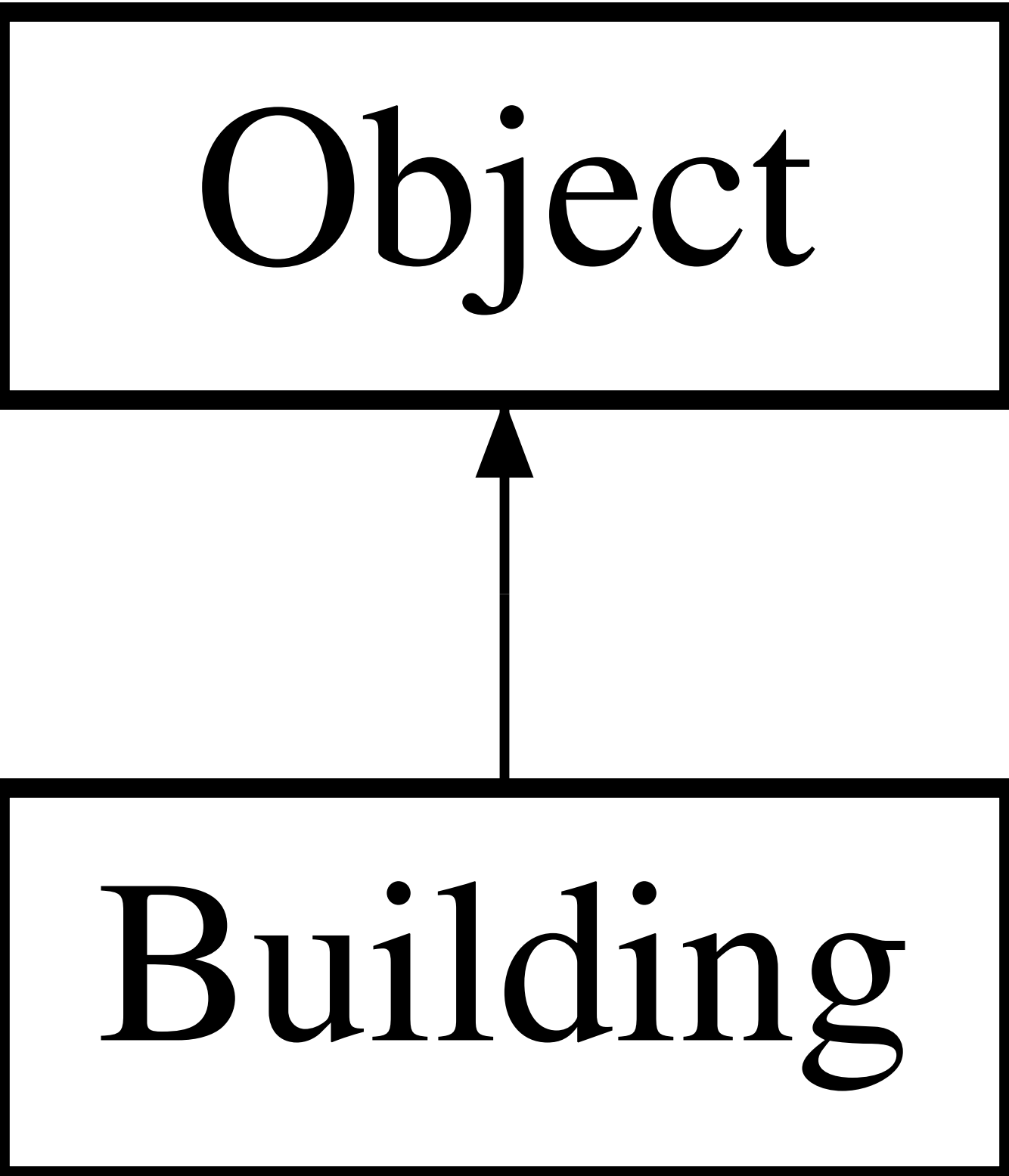
Object
Building