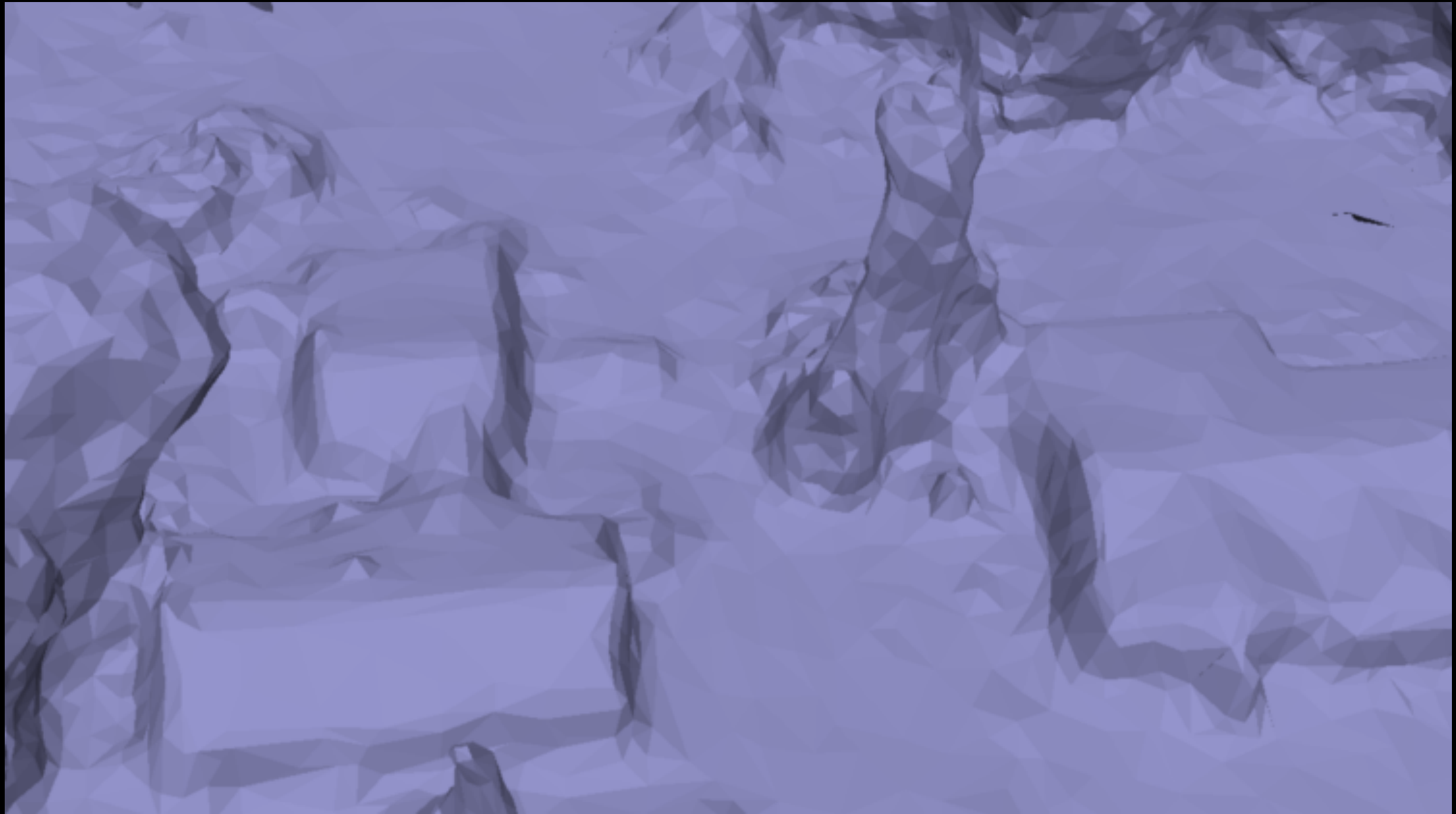


# Mesh



# Mesh

