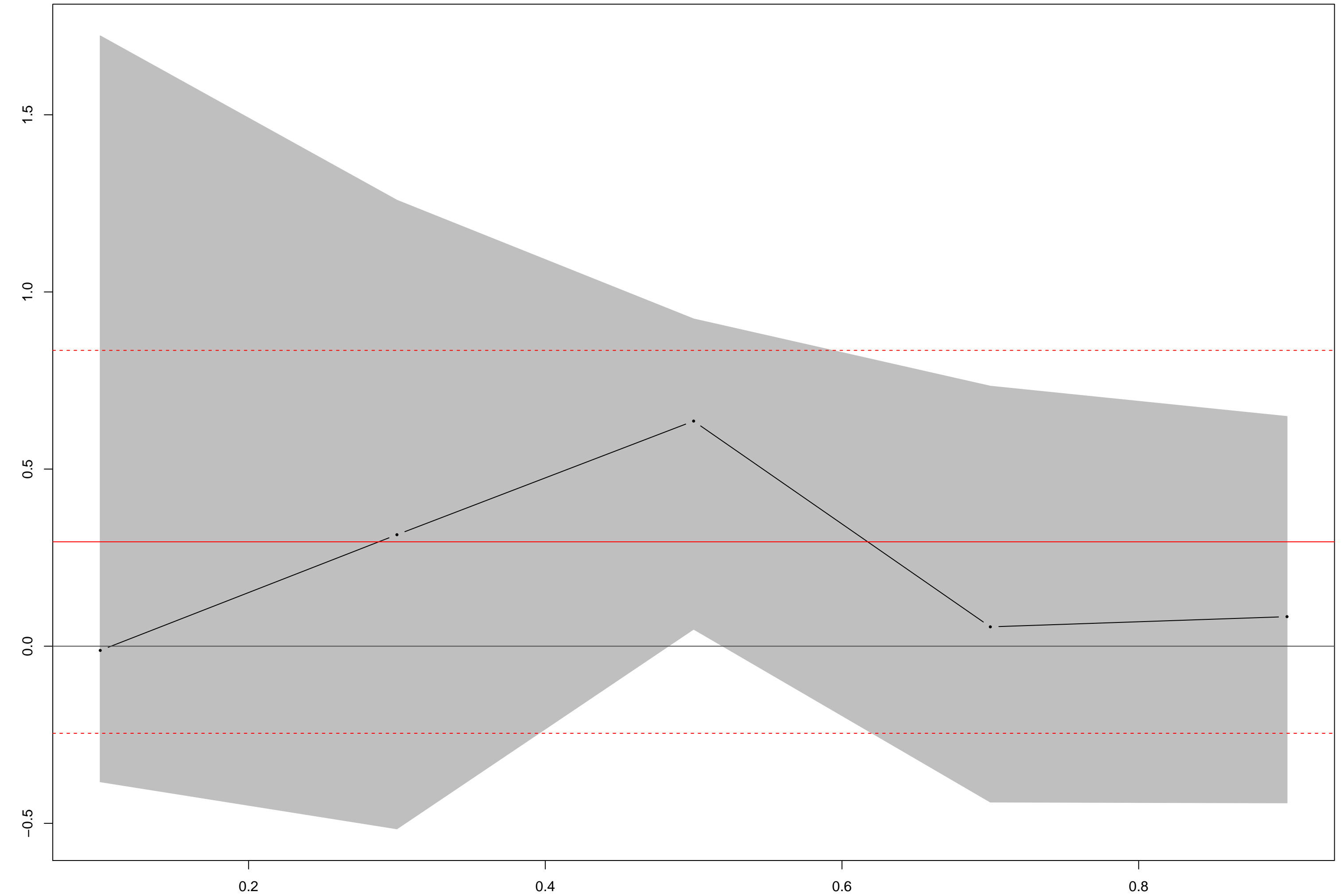
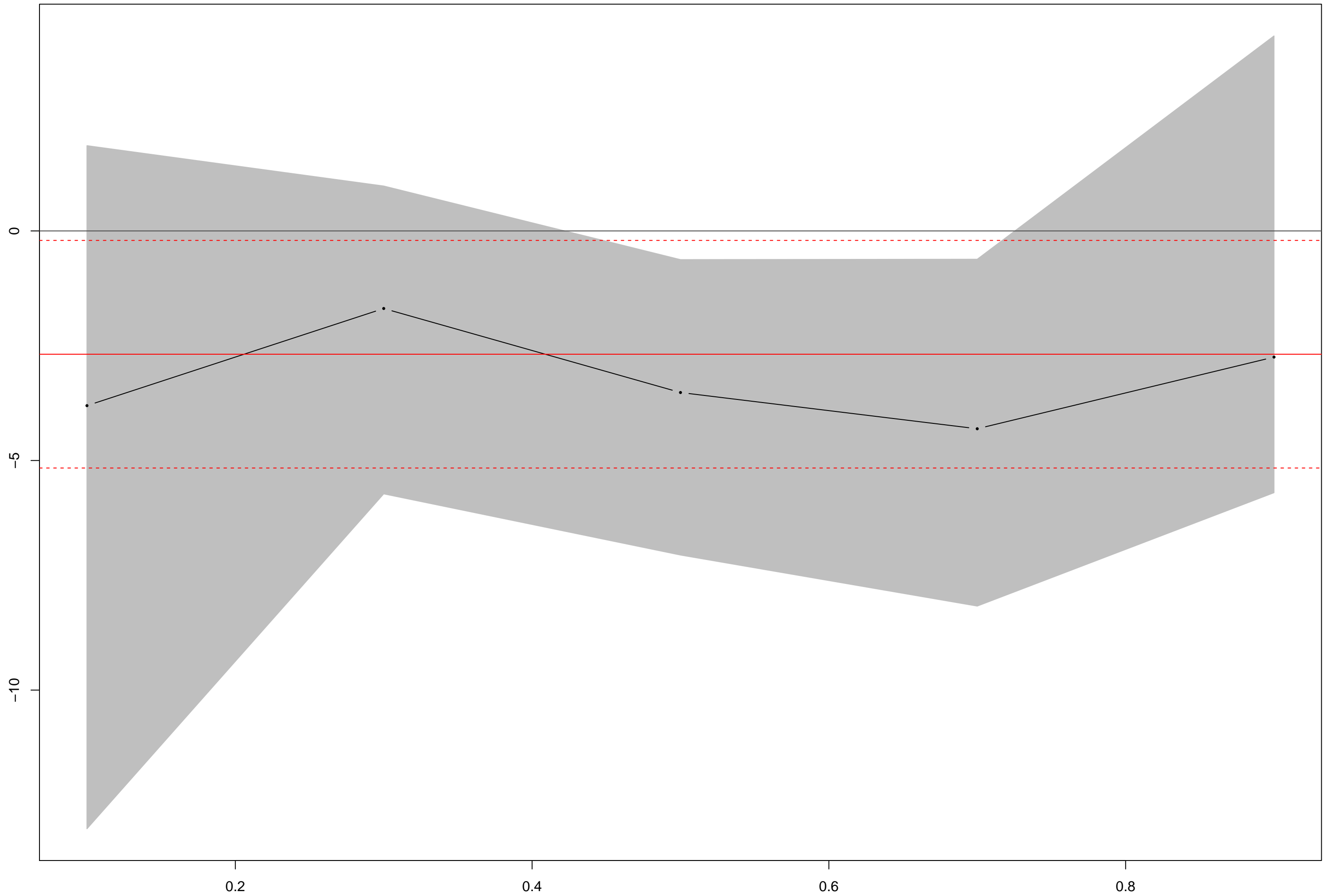


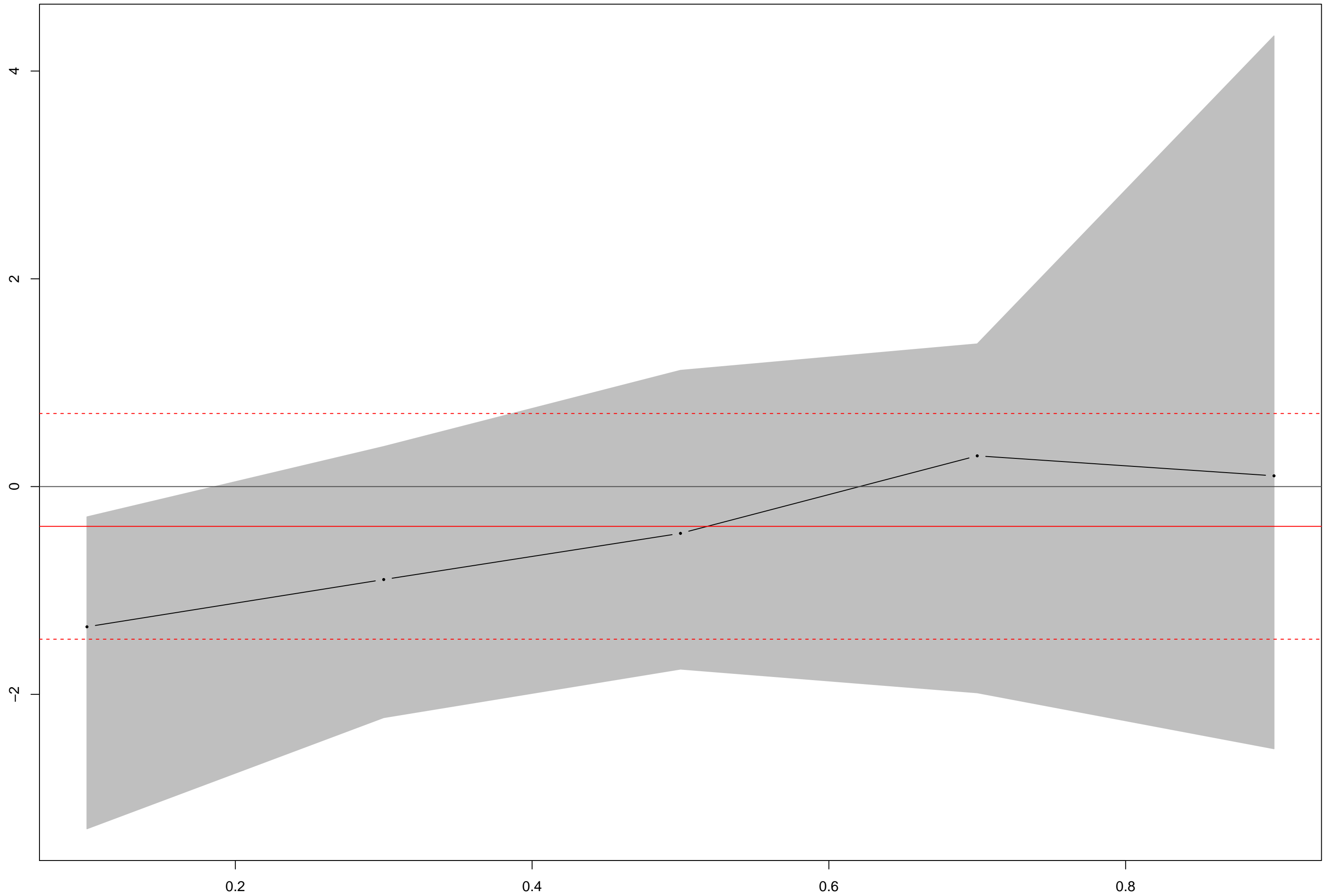
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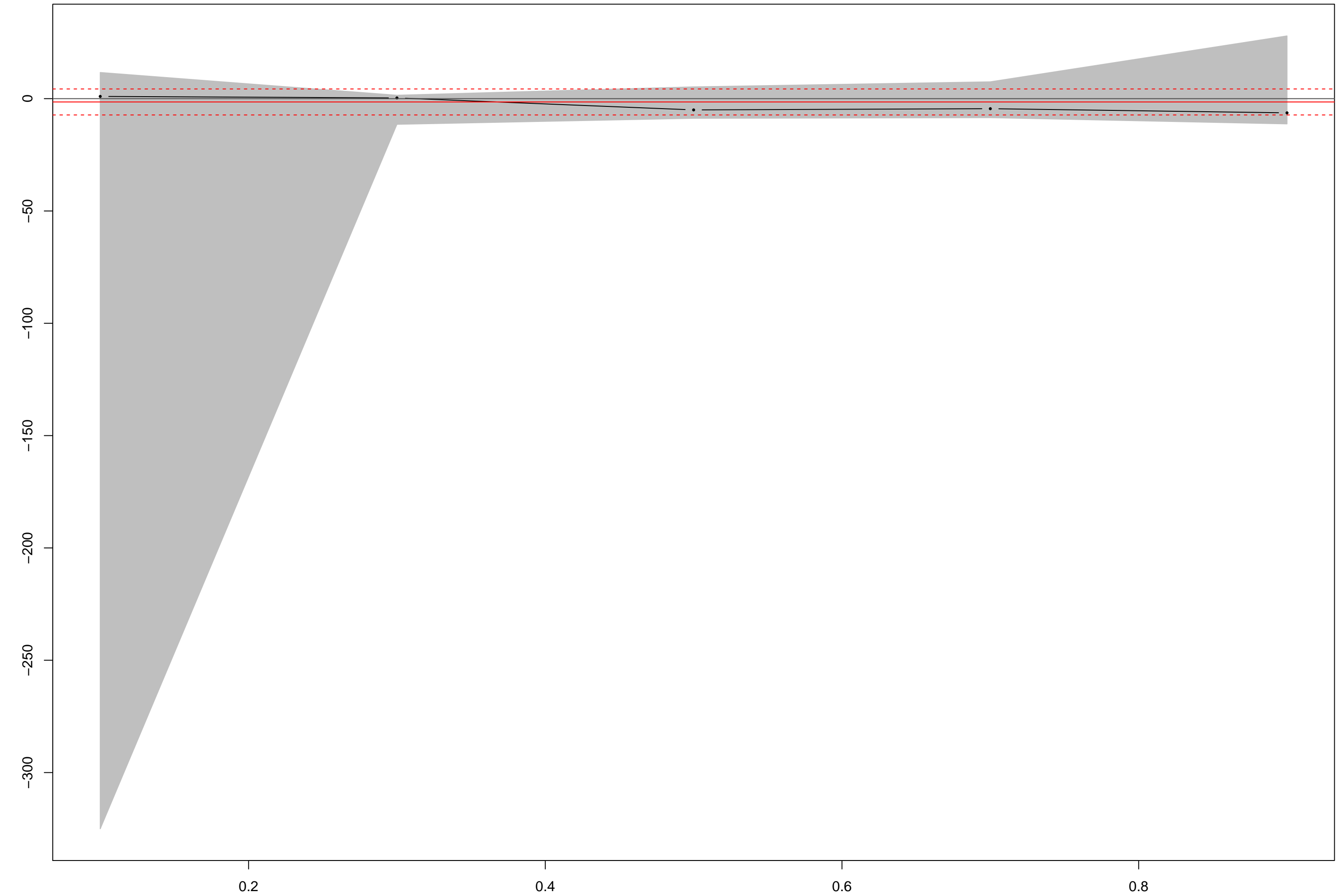
mov_cars



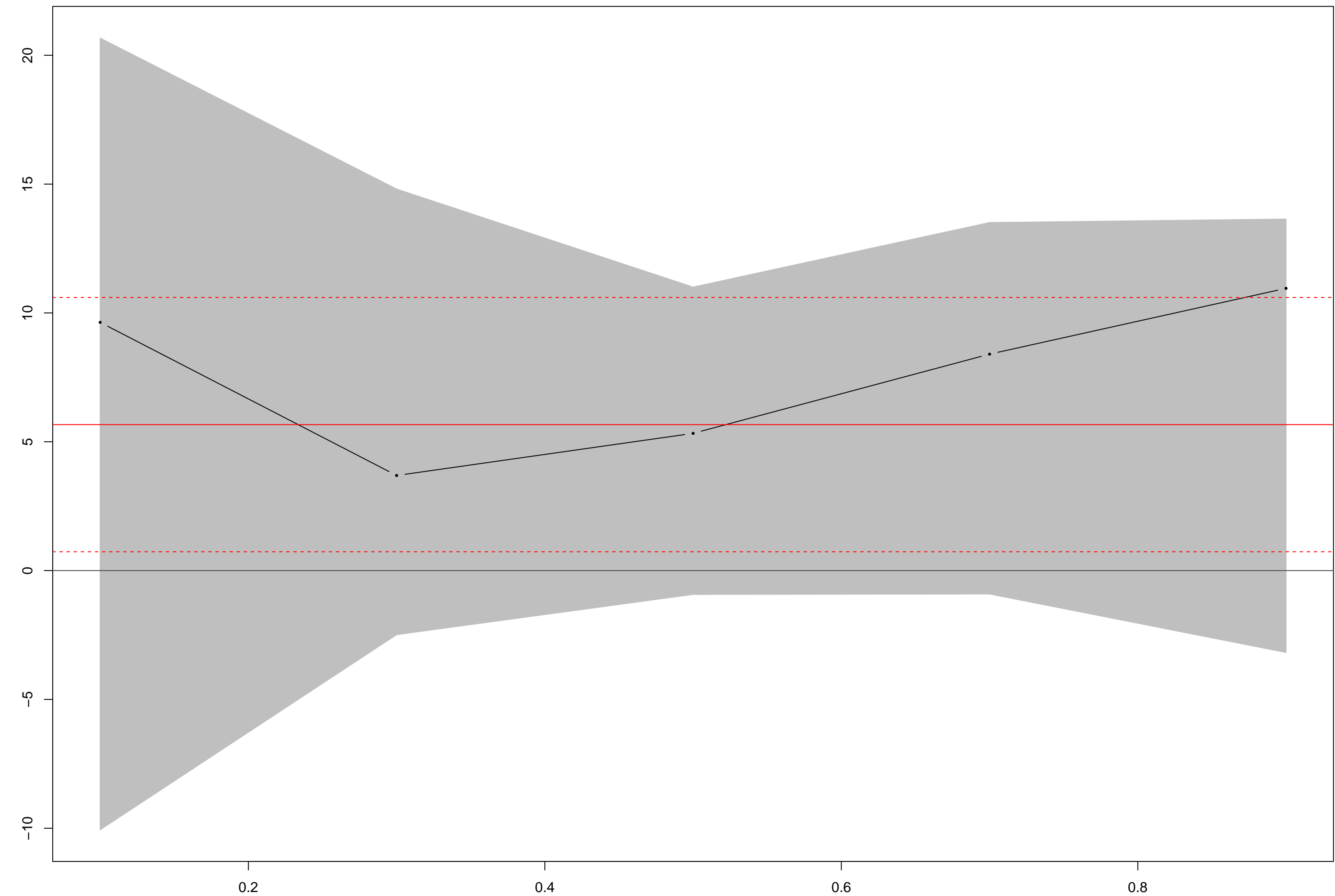
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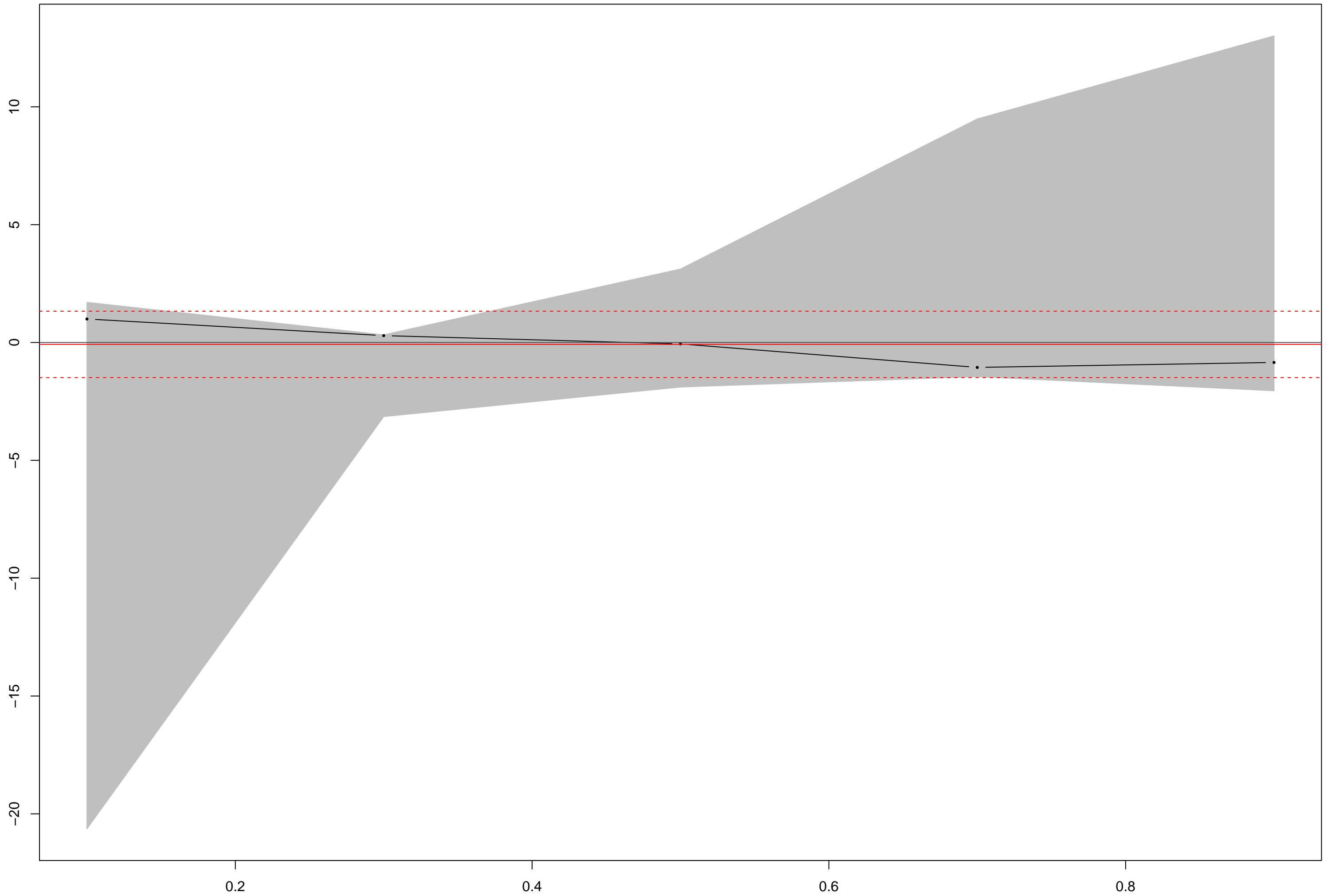
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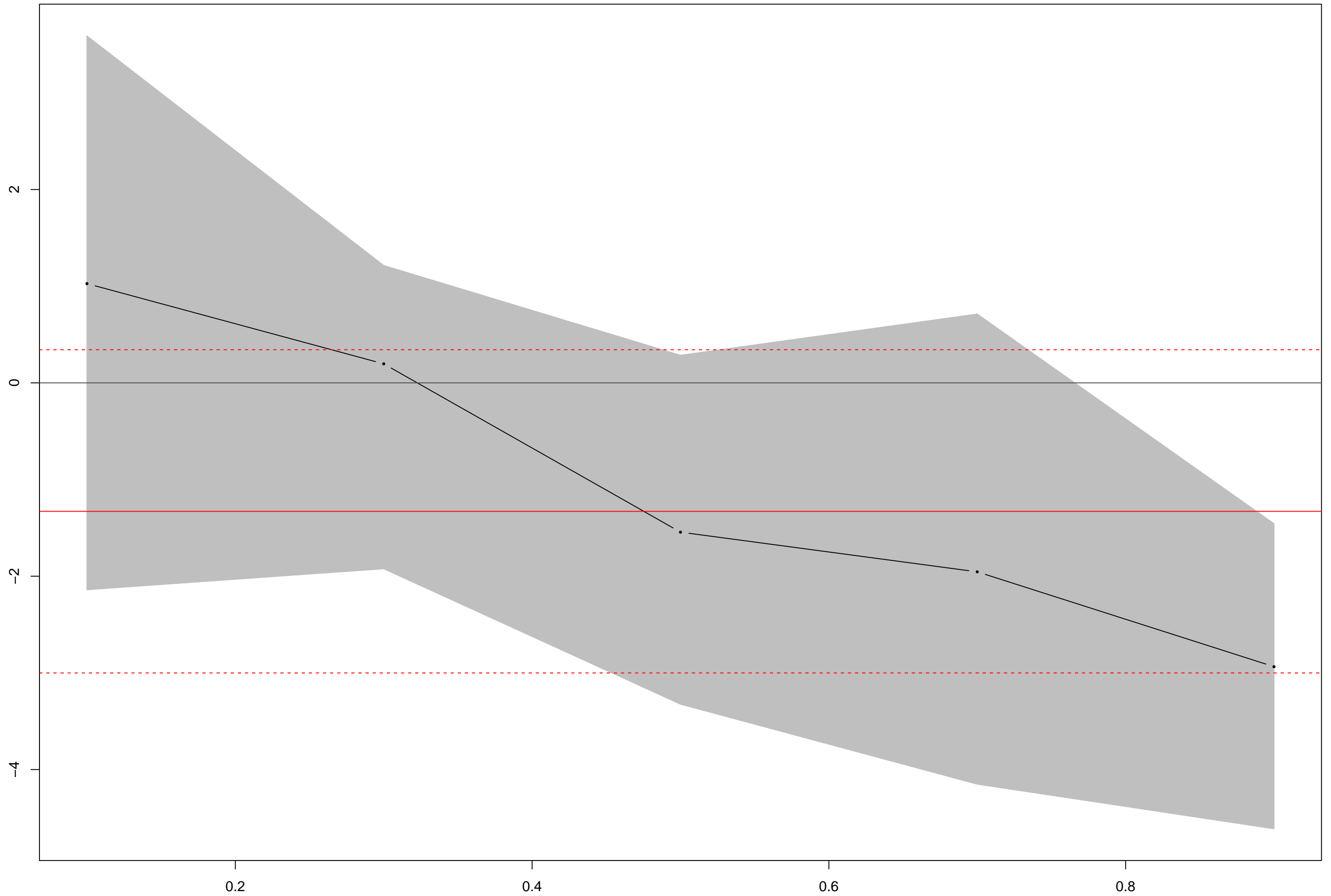
landscape



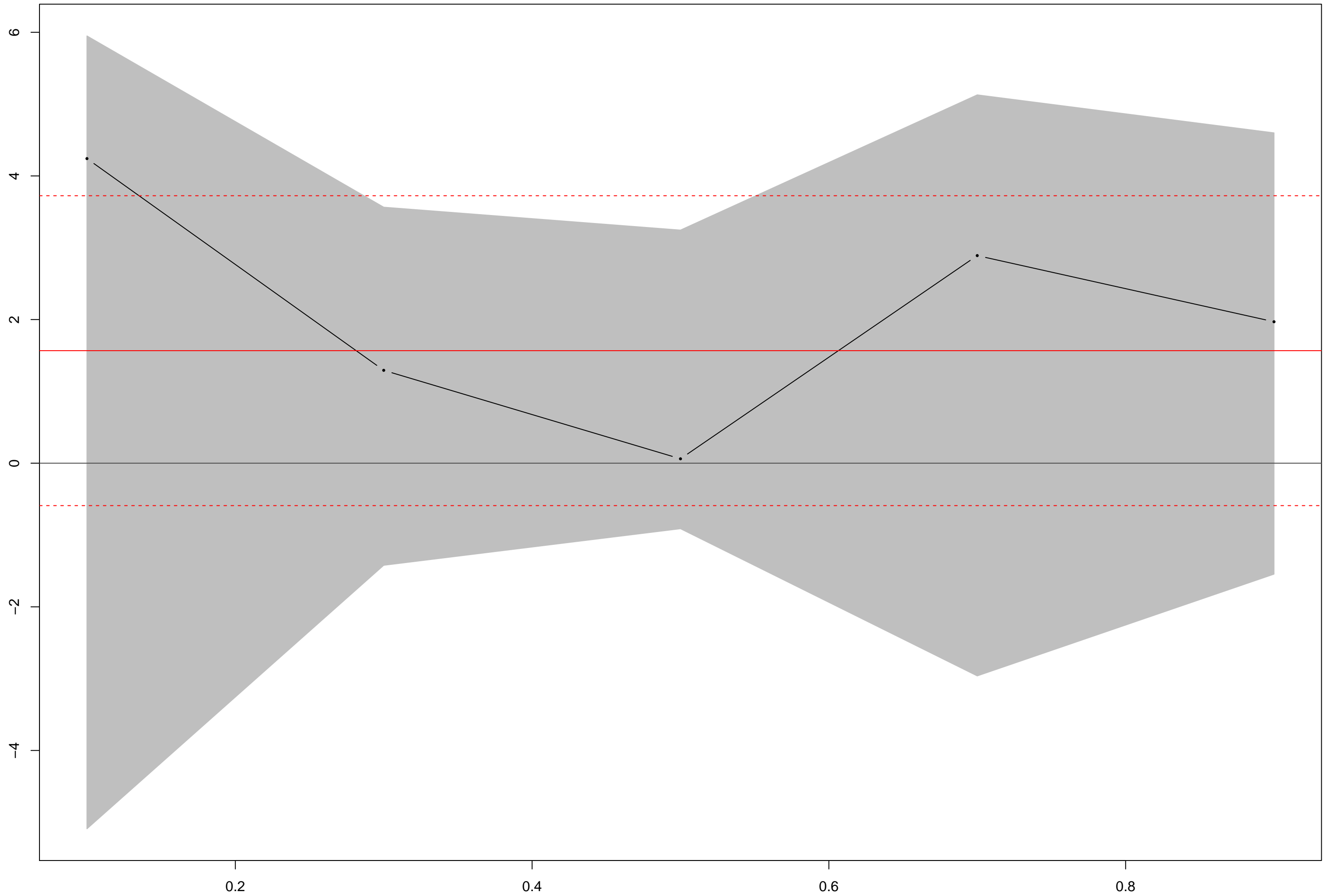
build_ident



trees



diff_build



people

