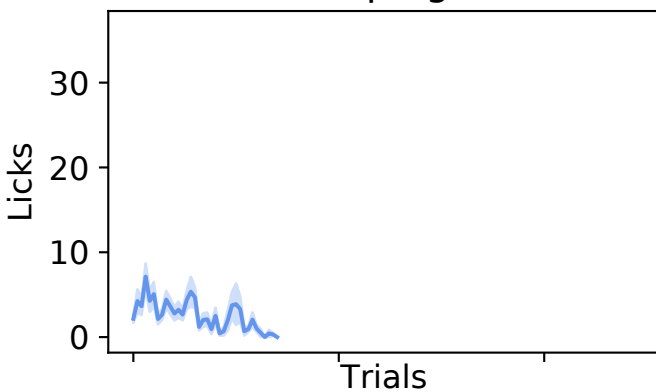
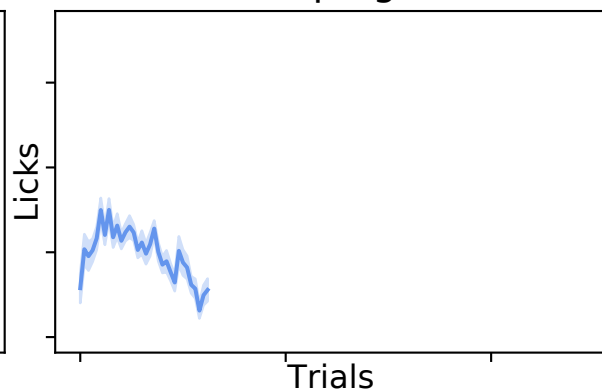


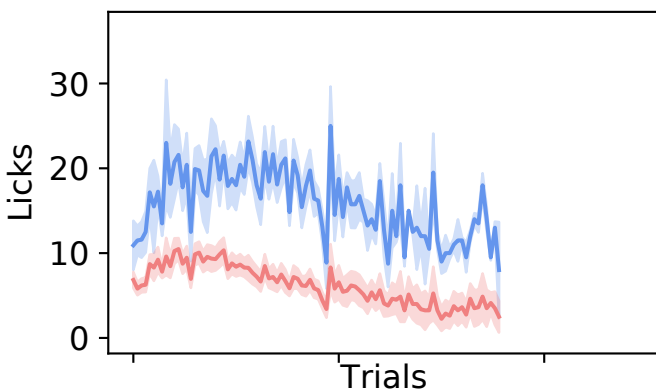
Shaping1



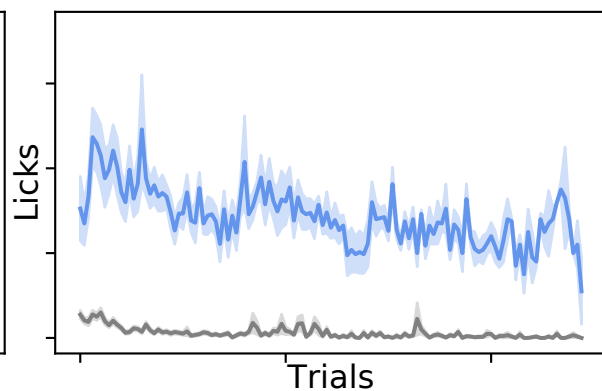
Shaping2



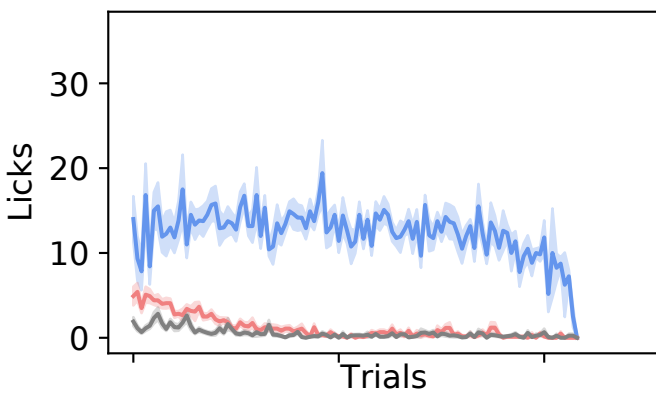
Goals1



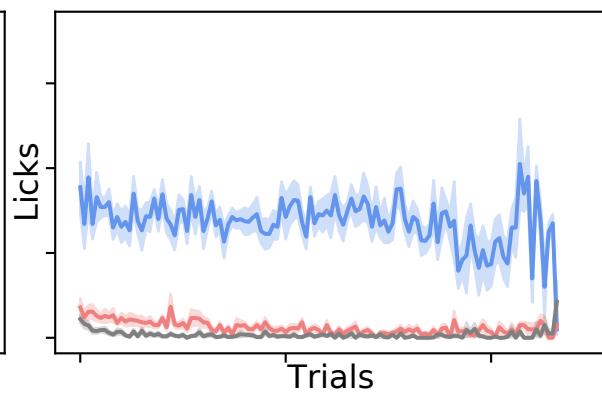
Goals2



Reversal1



Reversal2



Recall

