

fa—

reflection
reflection

dr:p
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shaky

WAVES

curve

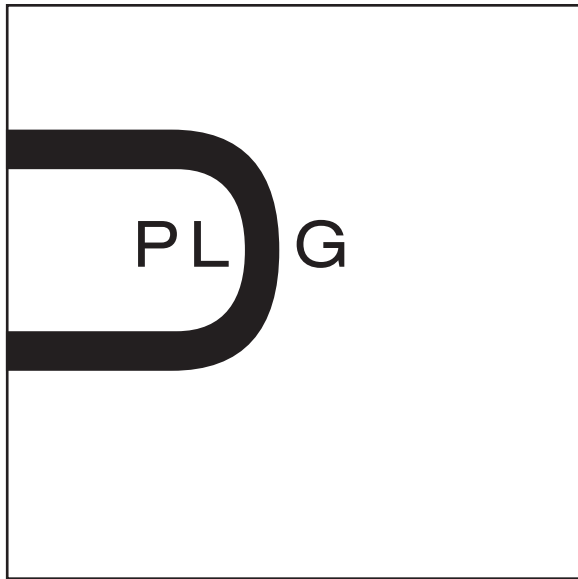
broken

MOVEMENT

sepa

rate

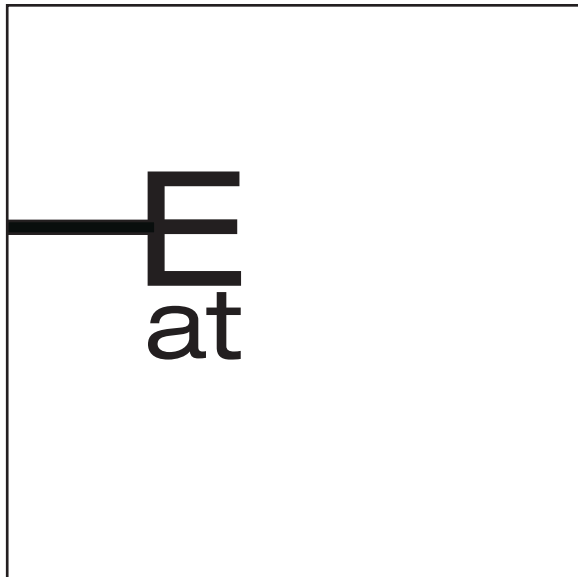
PLAY



PUSH

ARROW

fade
fade
fade



parallel