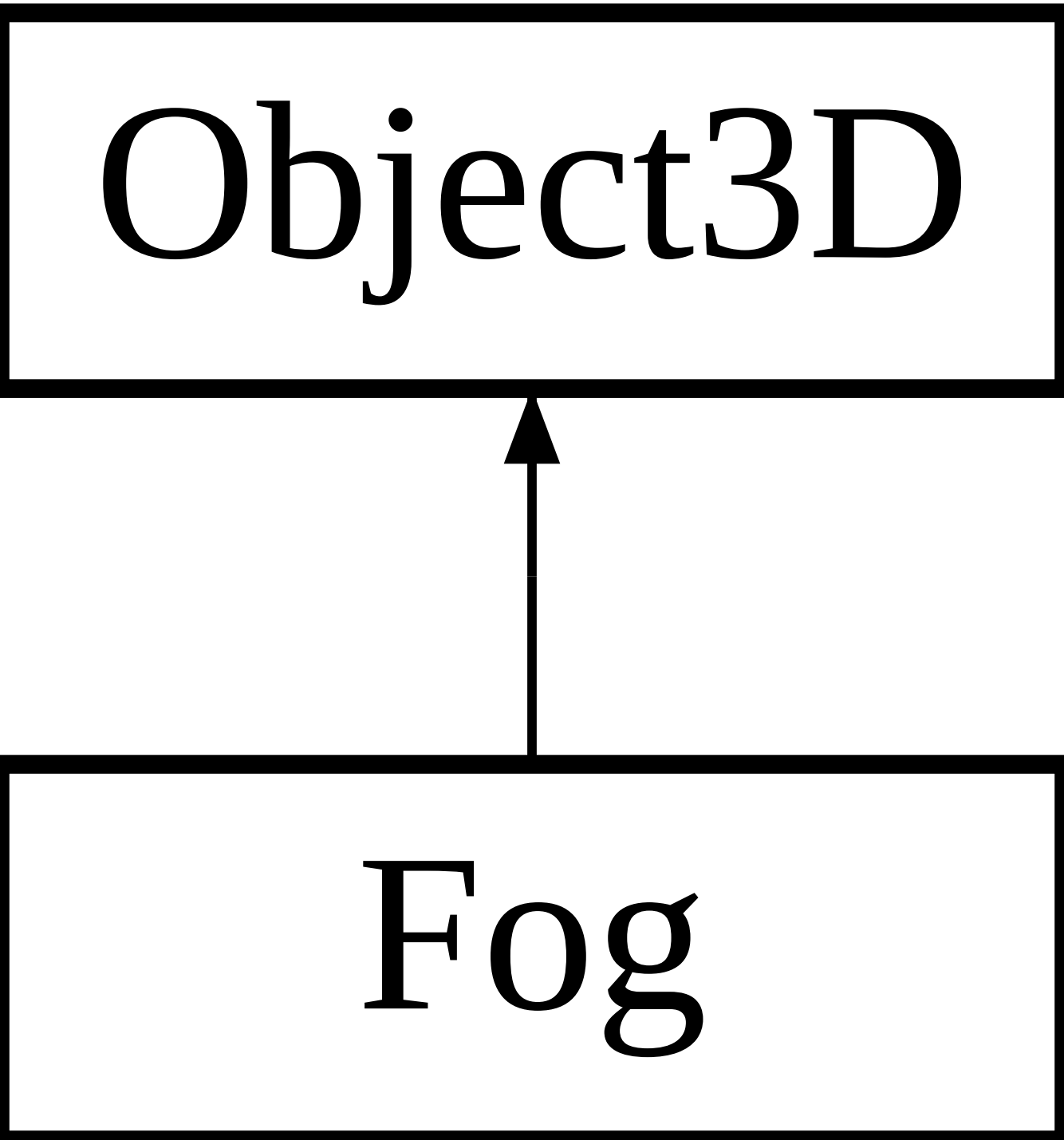
Object3D
Fog