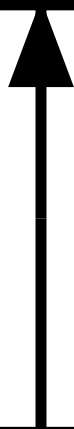
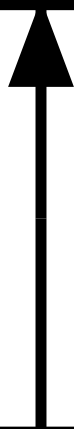


Object



Object3D



Material