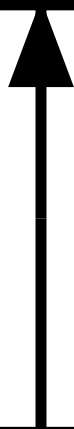


Object



Object3D

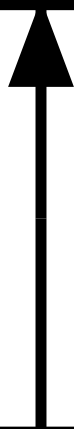


Image2D