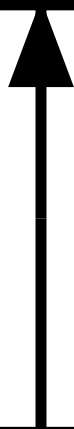
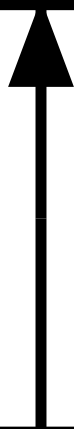


Object



Object3D



Fog