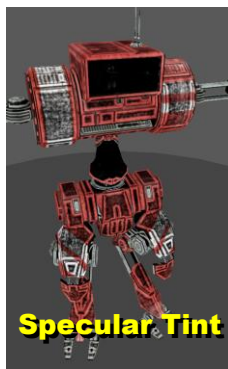
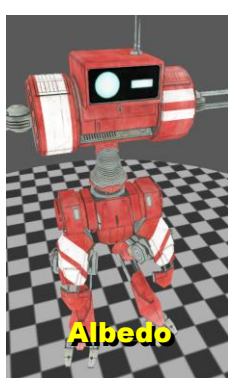
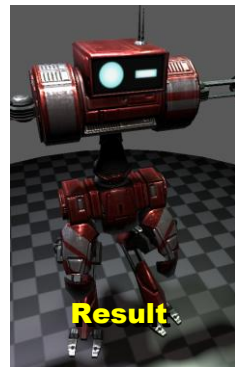
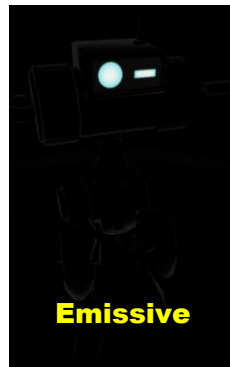


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Geometry
stage

Light stage

Material
stage