Checkpoint 1

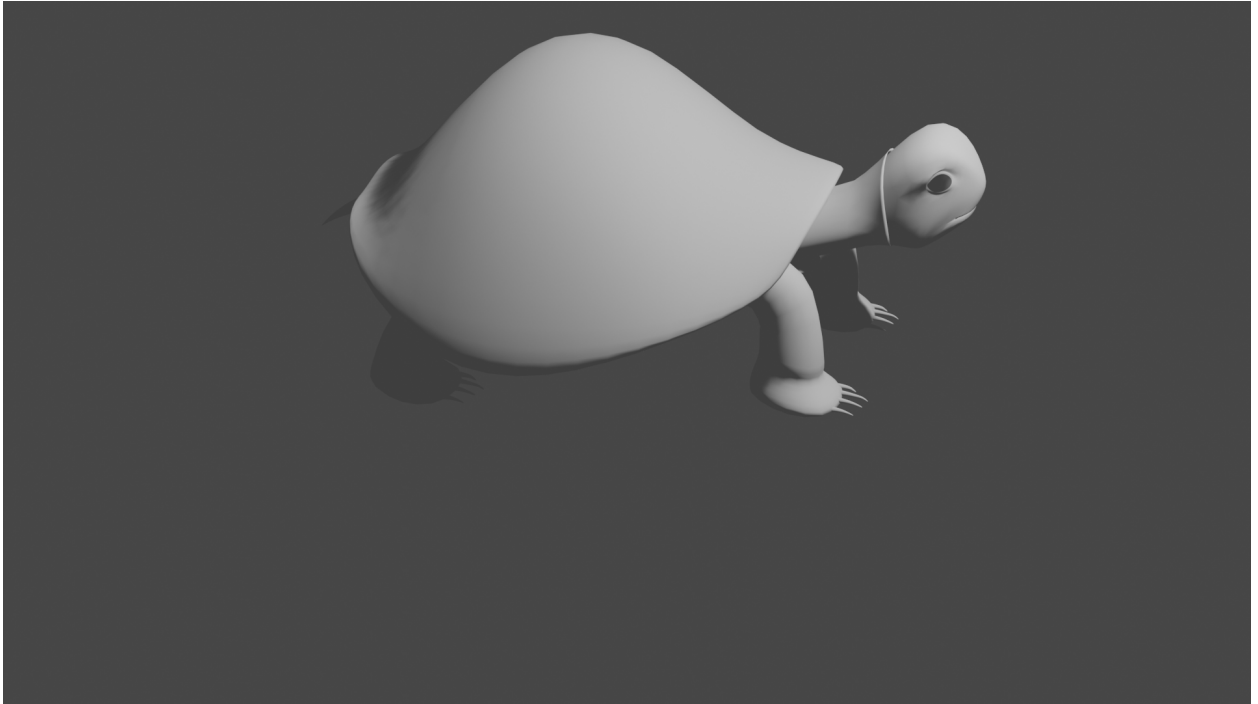# Checkpoint 2 (Sculpting)