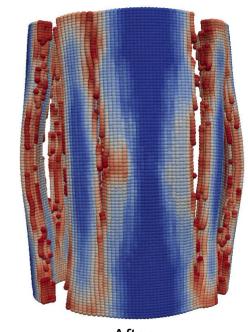


After (brittle model)



After (plastic model)