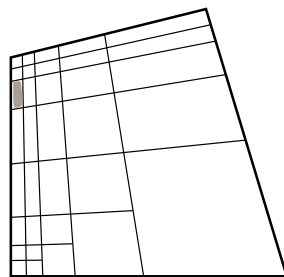
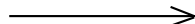
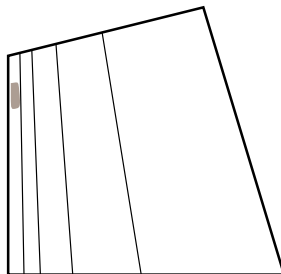
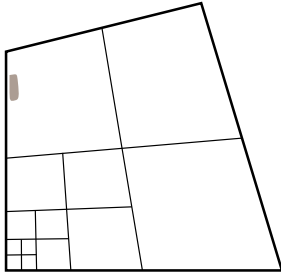




Master mesh



Union mesh
(virtual)

