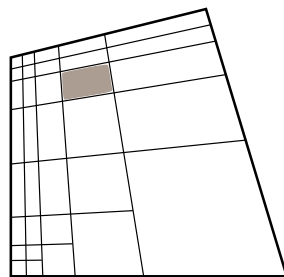
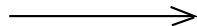
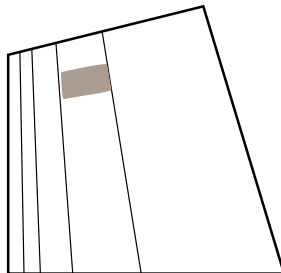
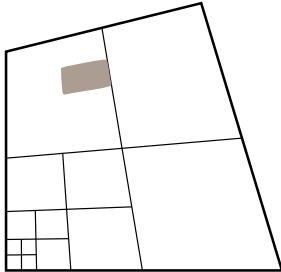
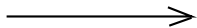




Master mesh



Union mesh
(virtual)