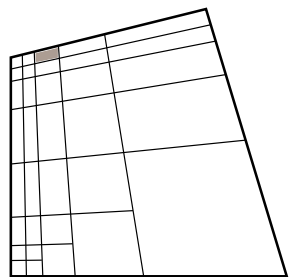
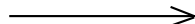
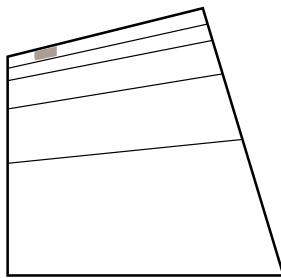
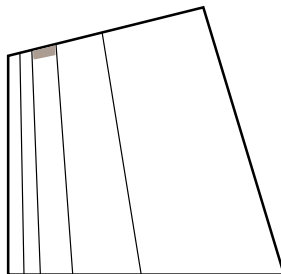
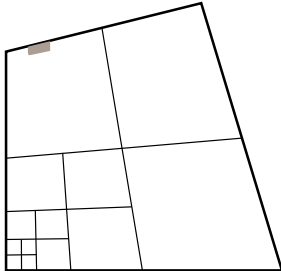


Master mesh



Union mesh  
(virtual)