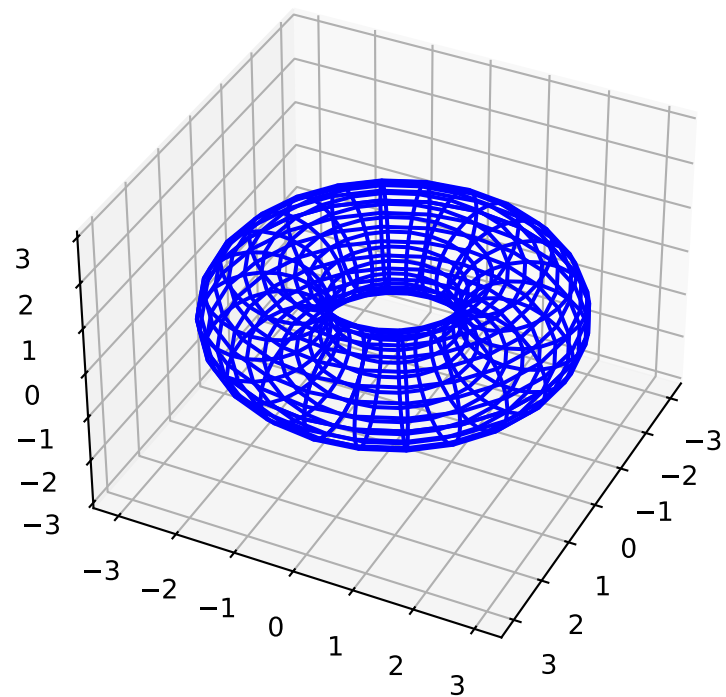
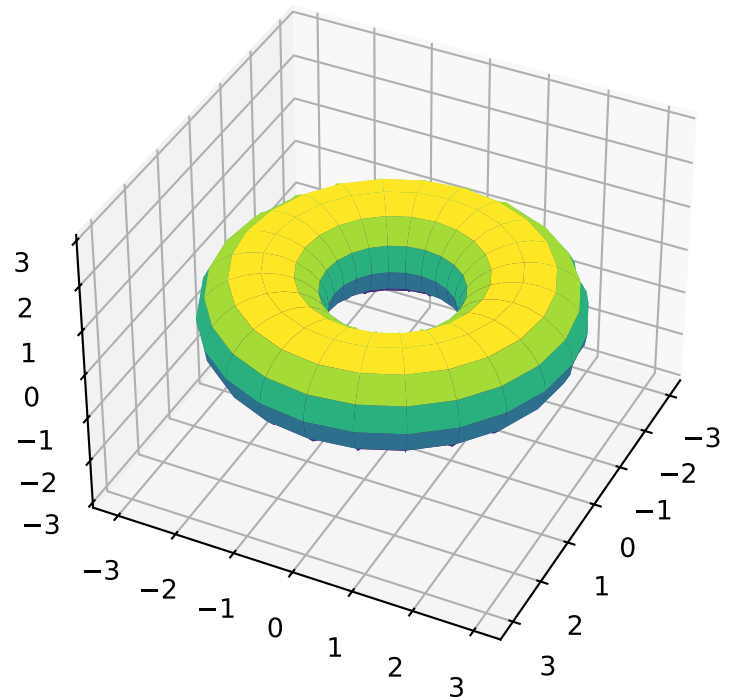


Wireframe



Surface



Still surface, but weird

