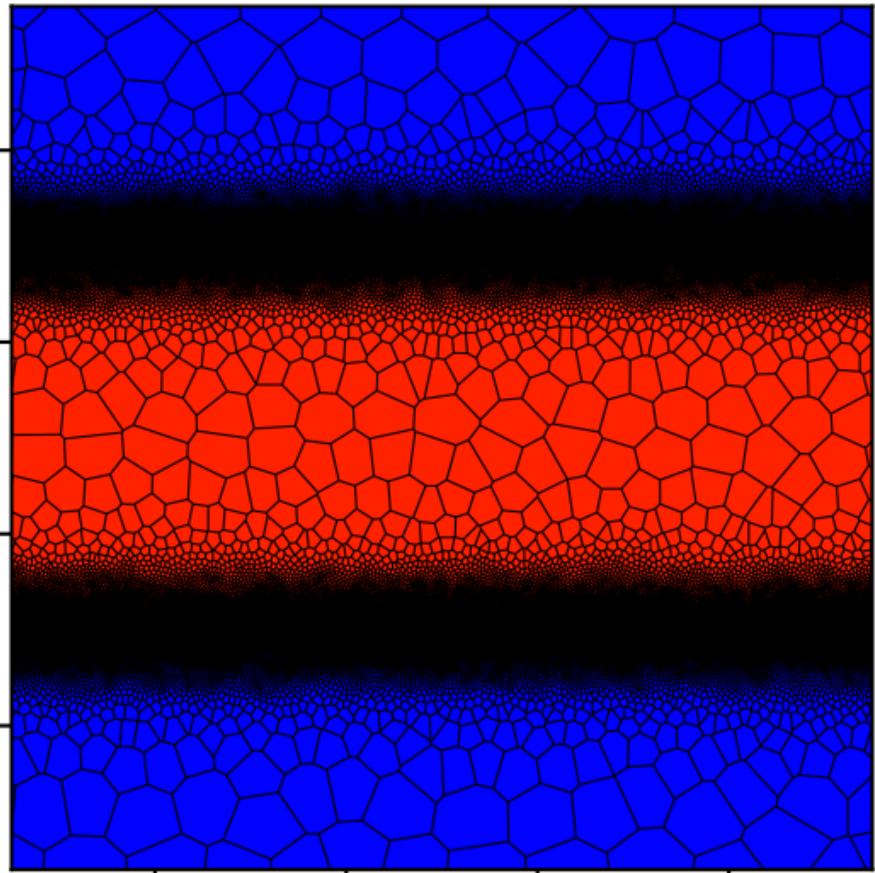
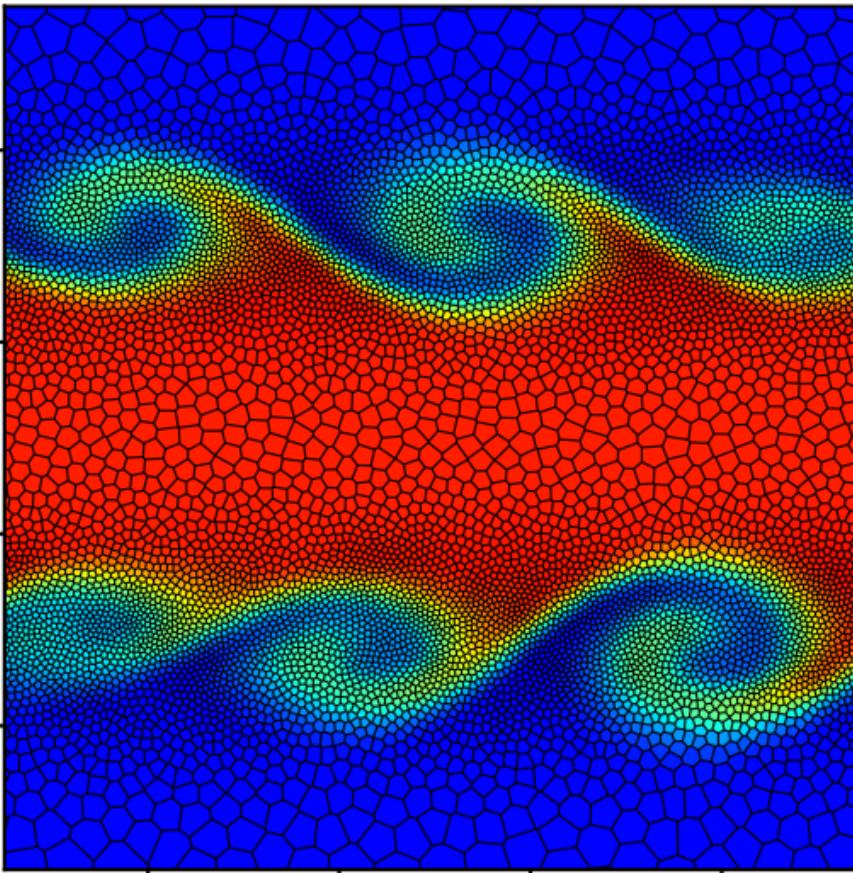


adapted mesh



low resolution



high resolution

