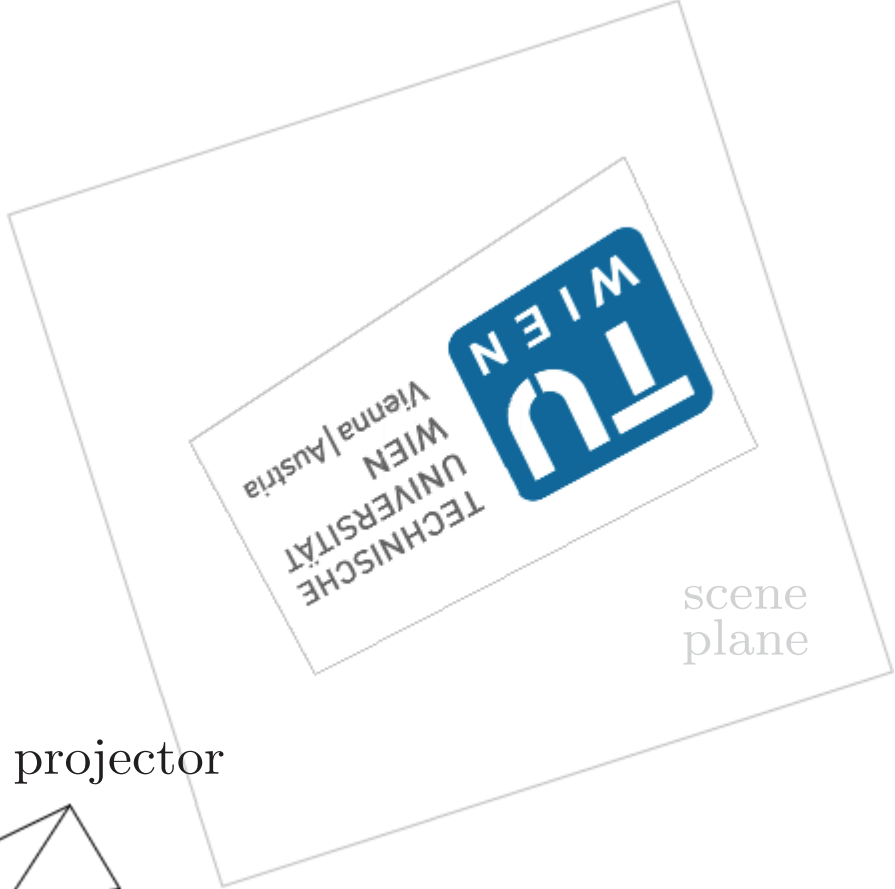




projector



scene  
plane