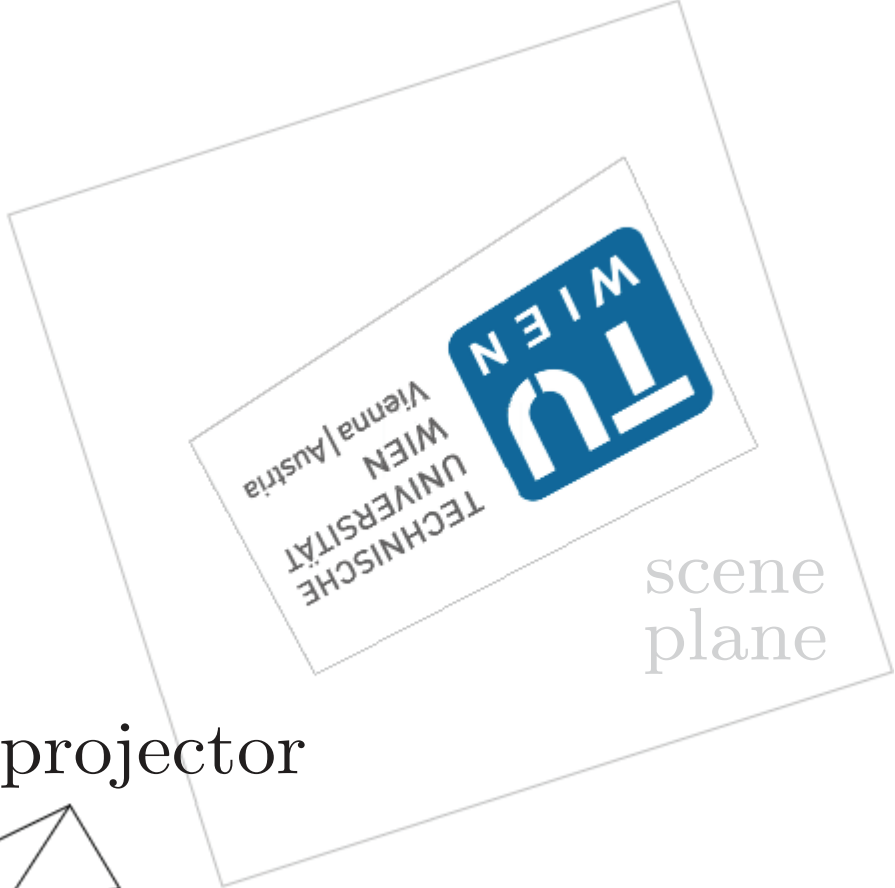




projector



scene
plane