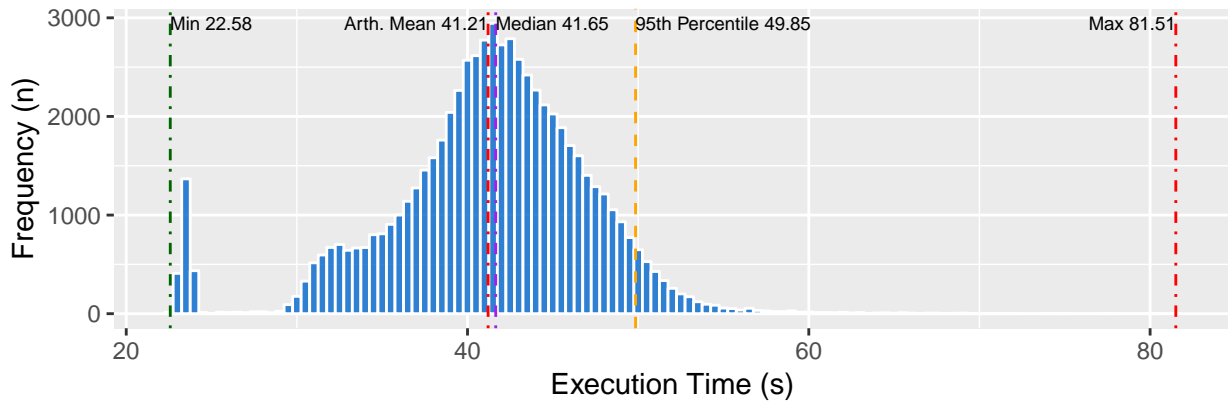


Render



Tiling

