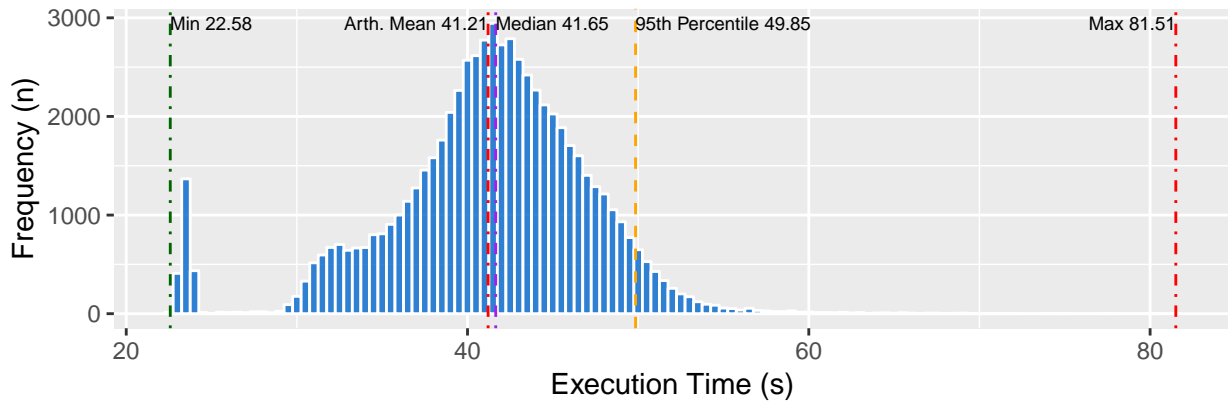


## Render



## Tiling

