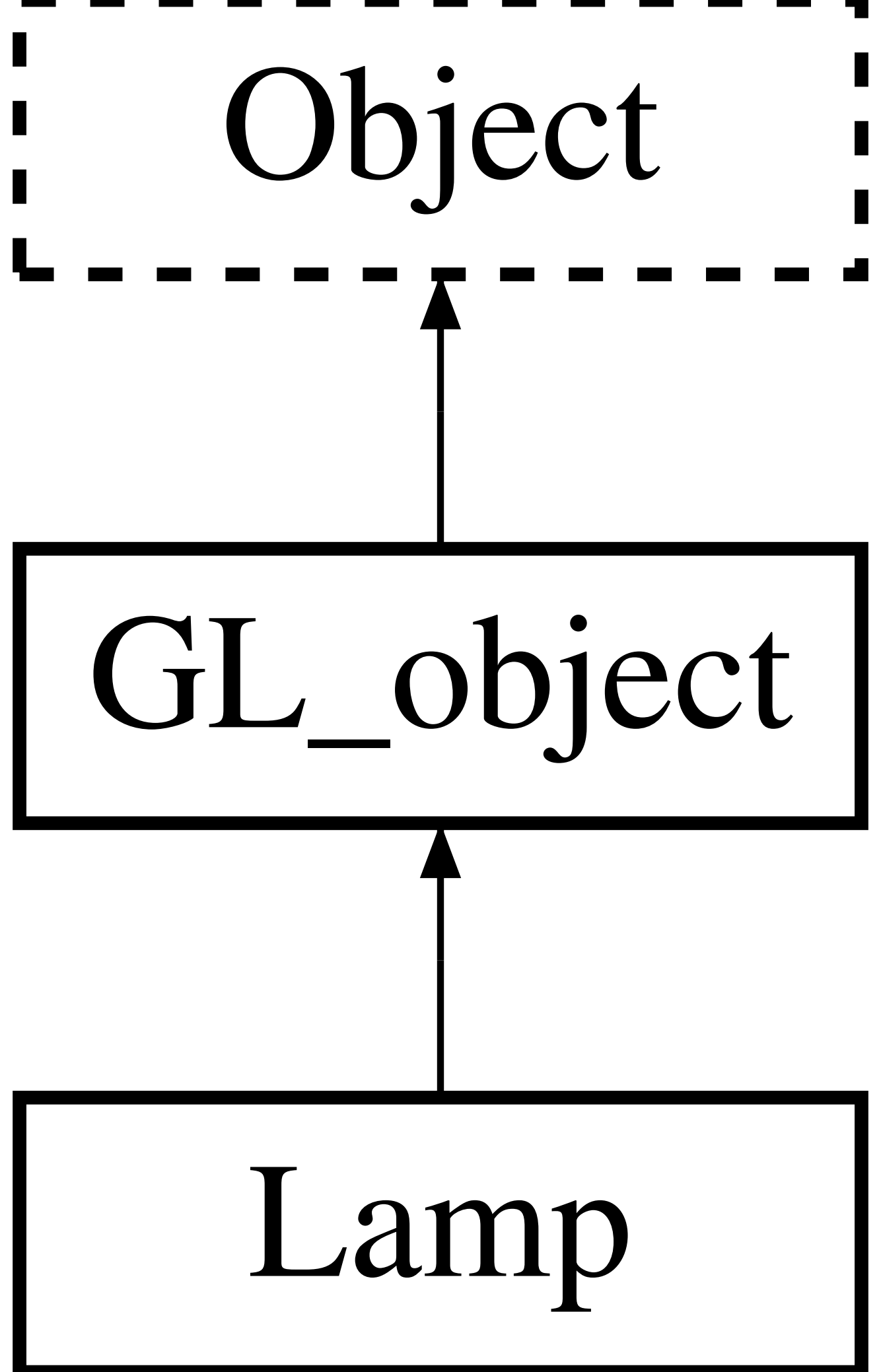


Object



```
graph BT; Lamp[Lamp] --> GL_object[GL_object]; GL_object --> Object[Object];
```

GL\_object

Lamp