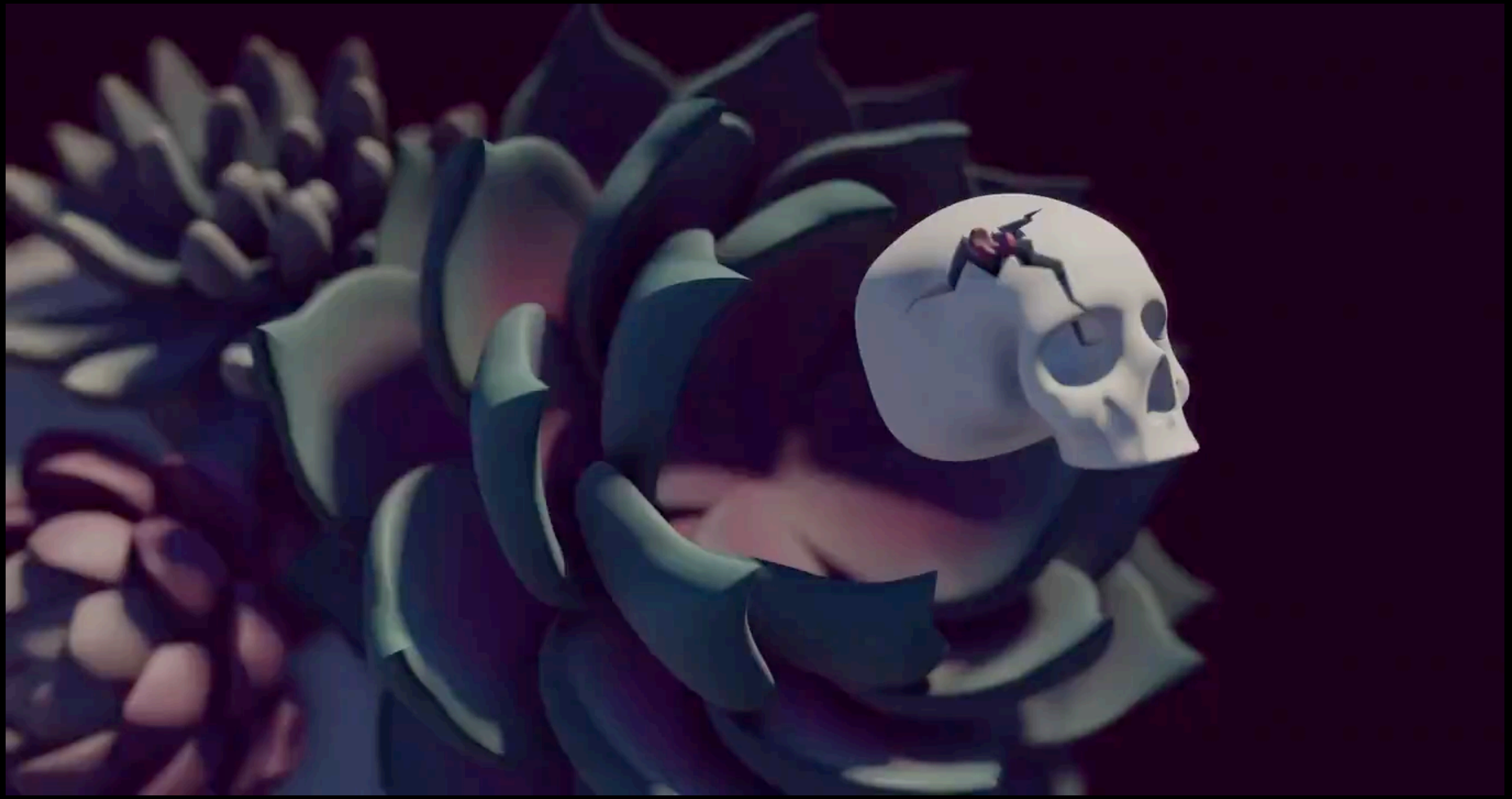shader showdown