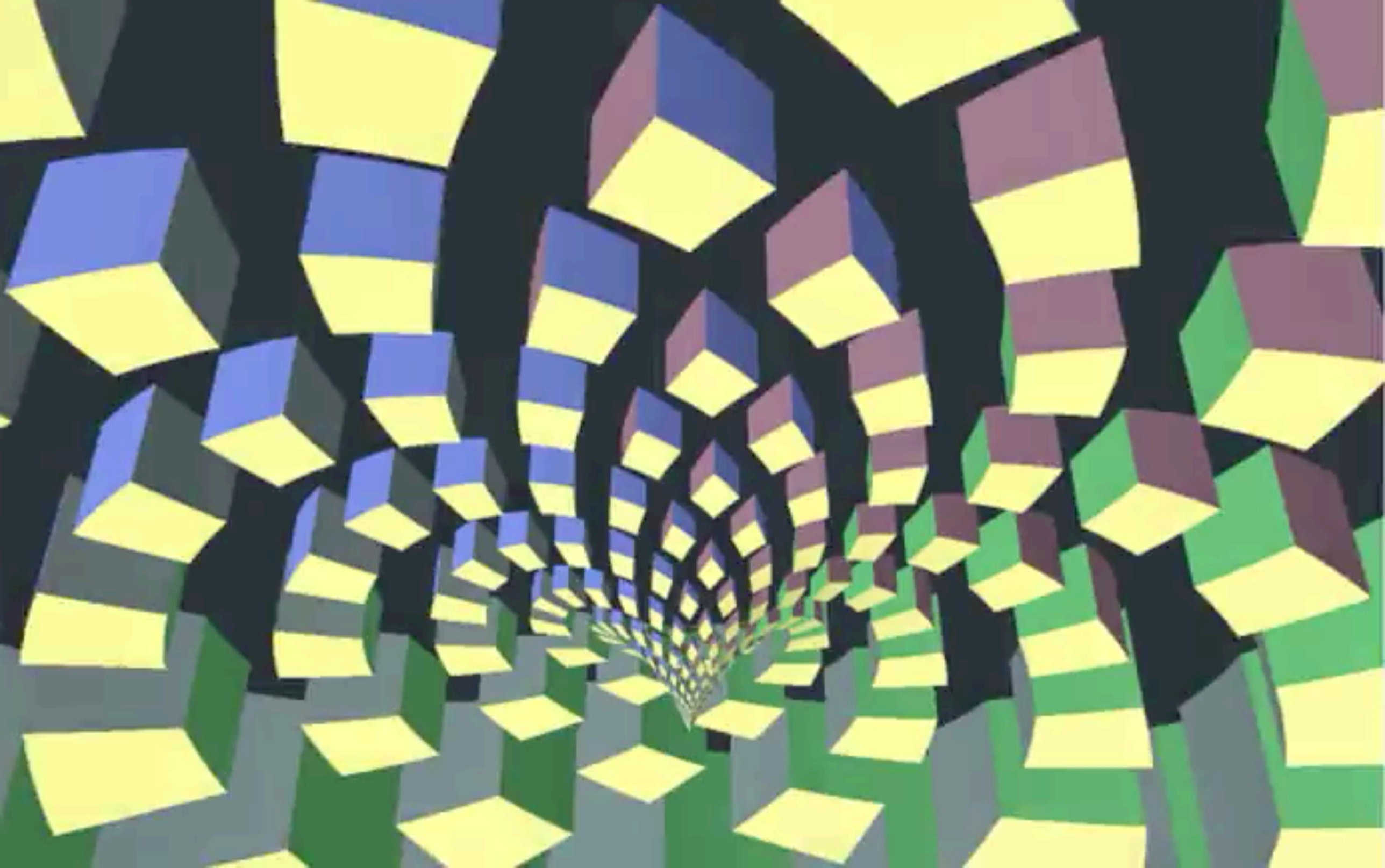

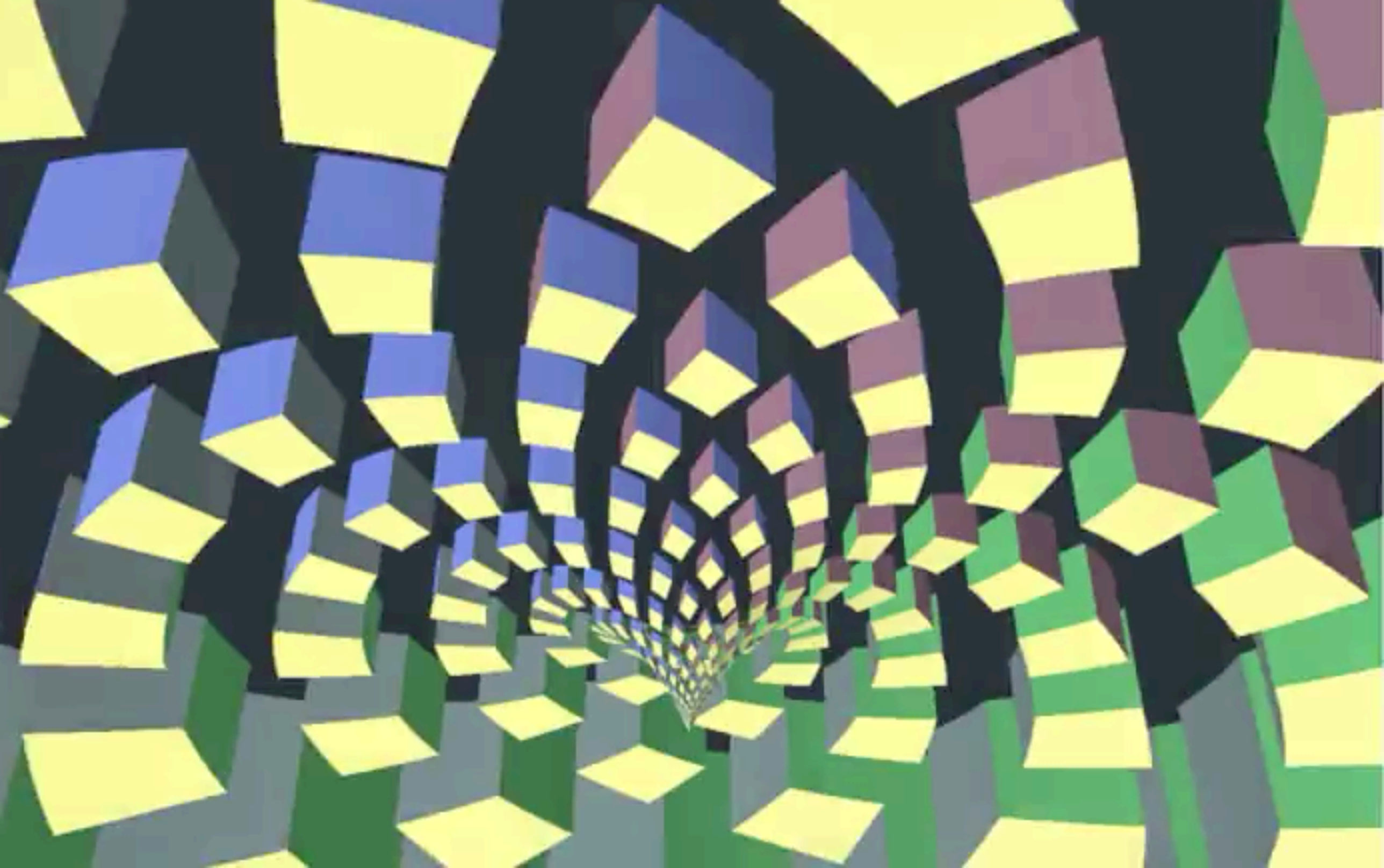

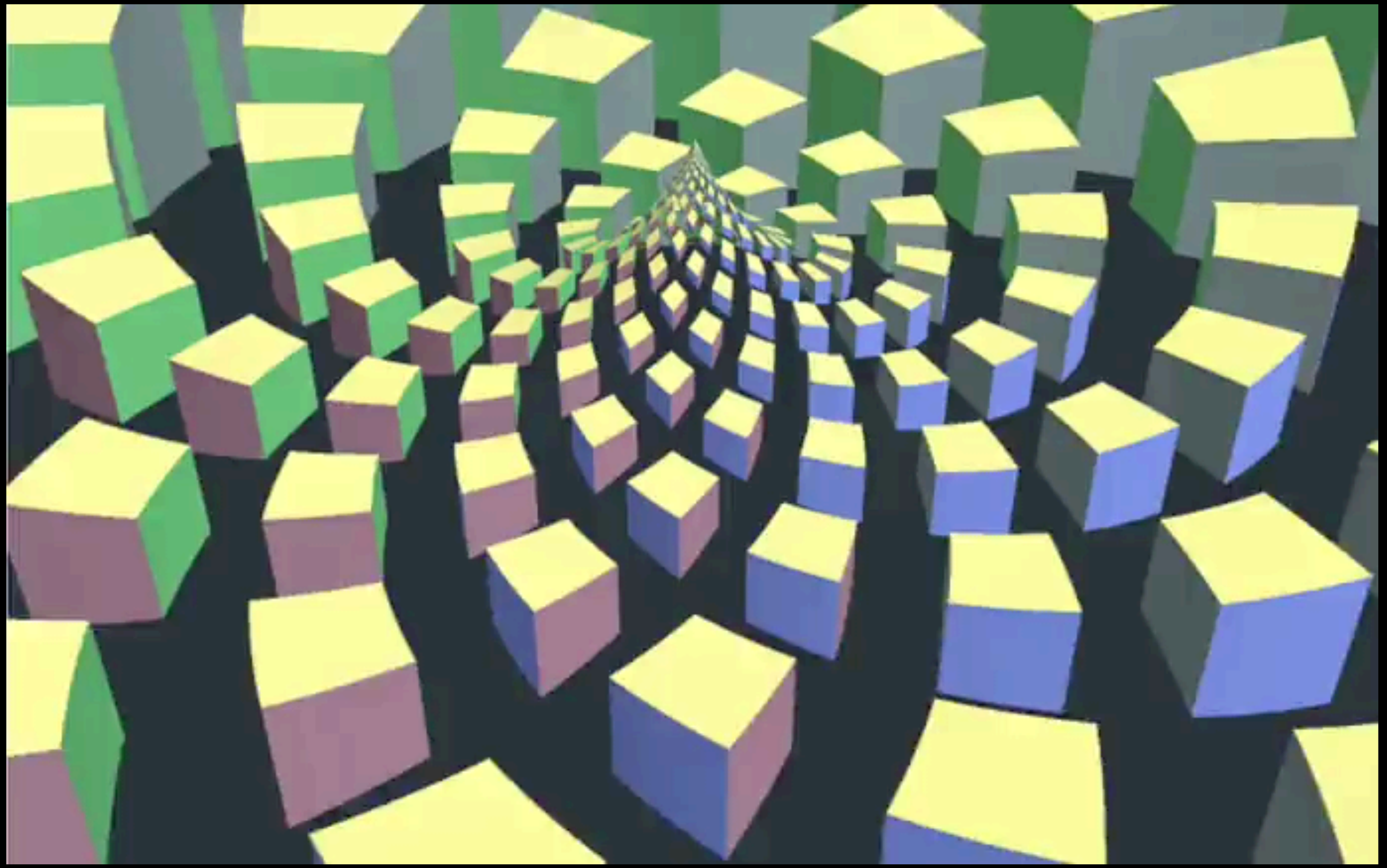

shader showdown