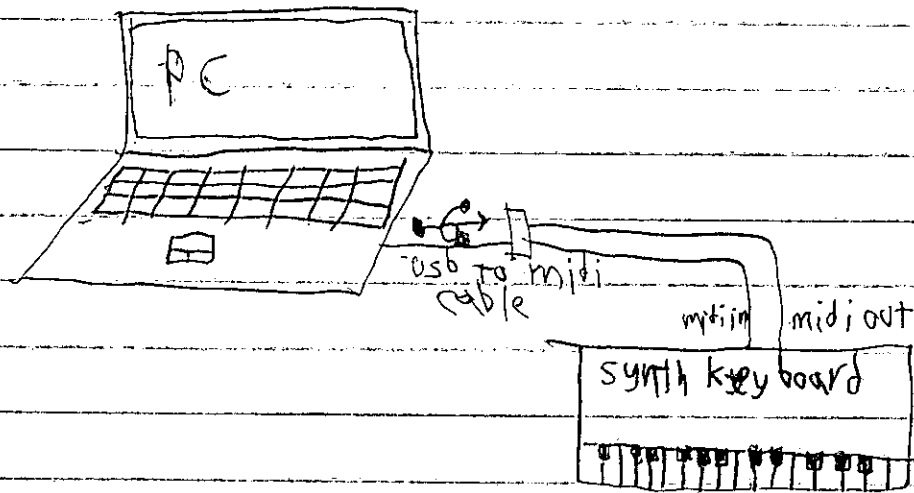


procedural - music

Physical components



software components

