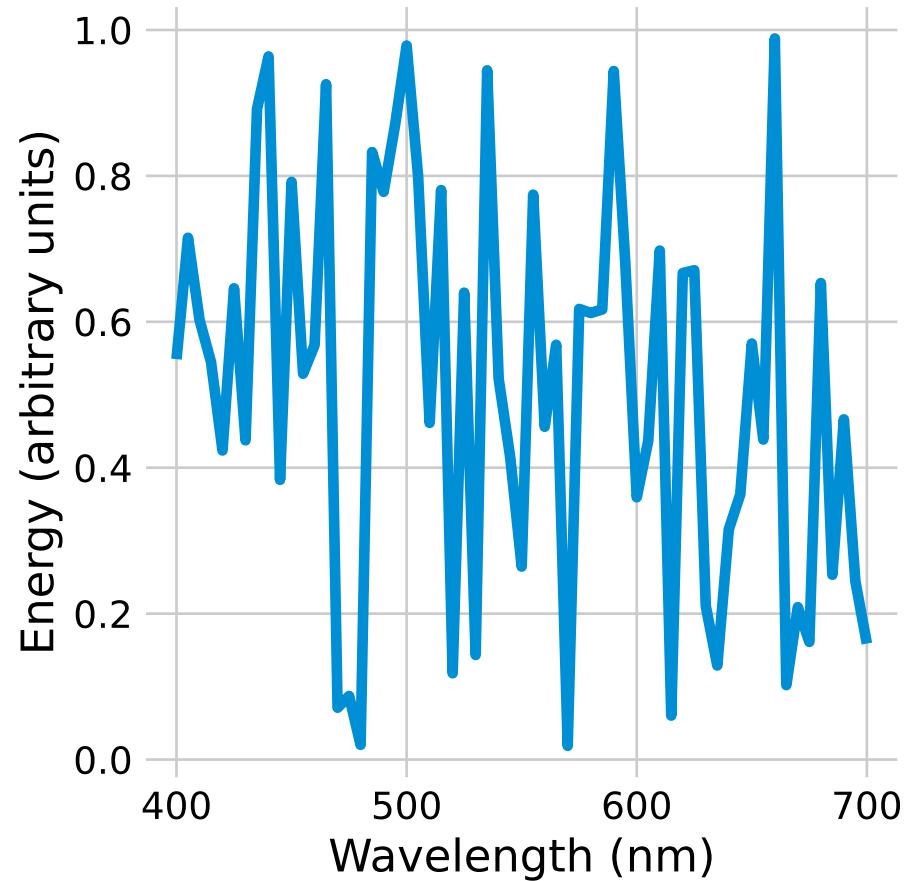


# Random light



# Primaries

