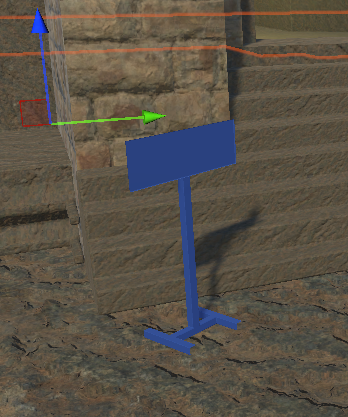
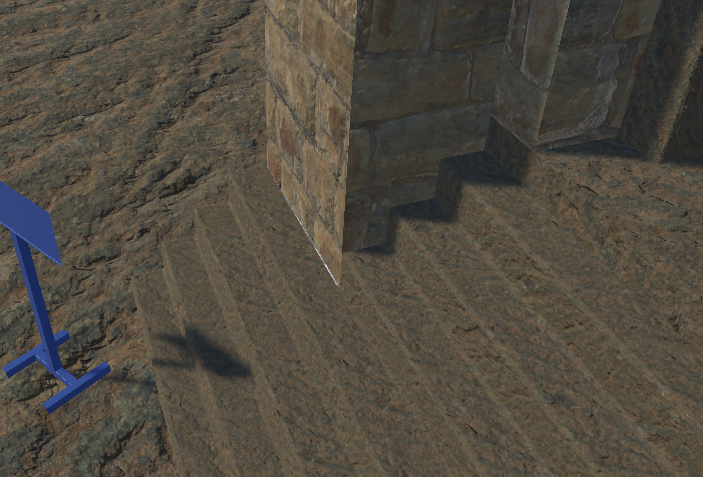
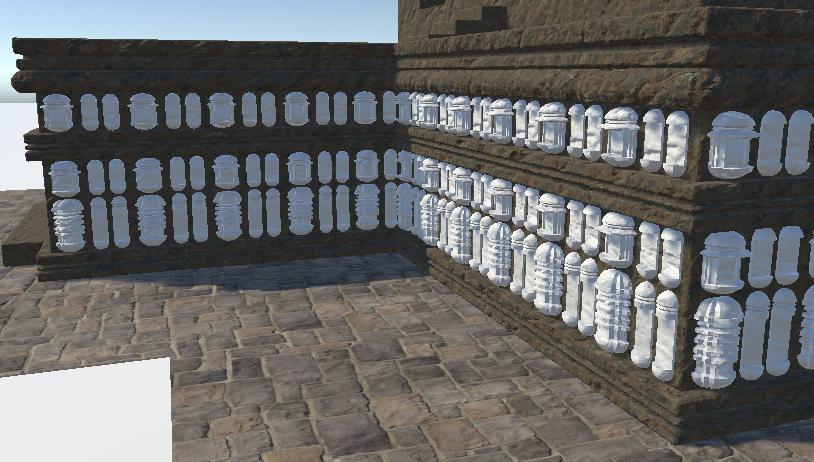
To fix in blender (observed from unity)

S