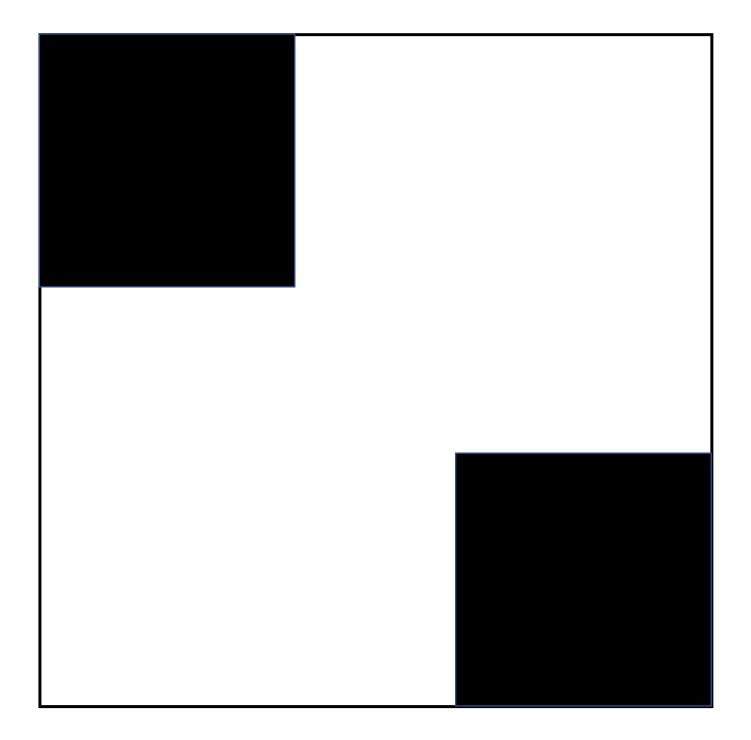
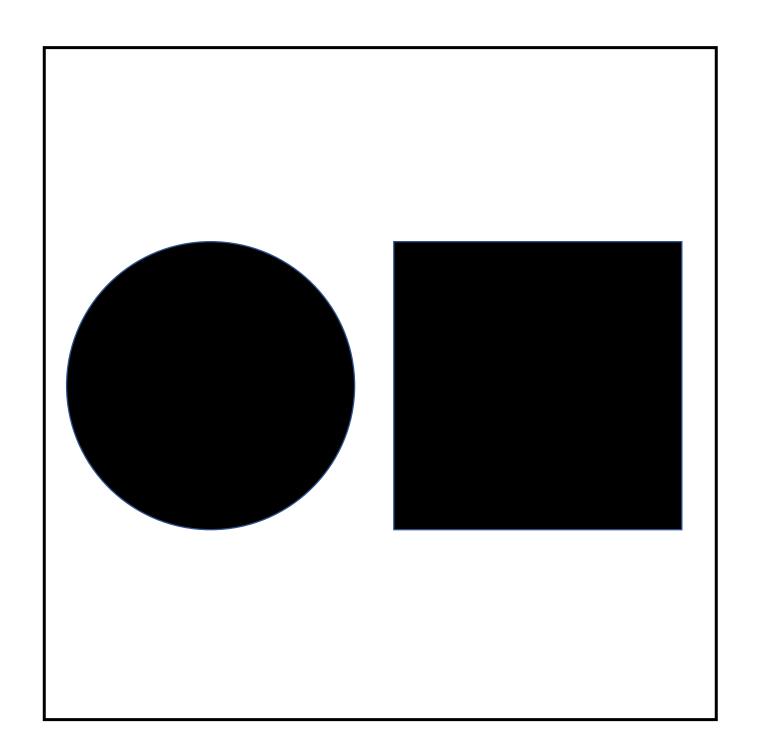
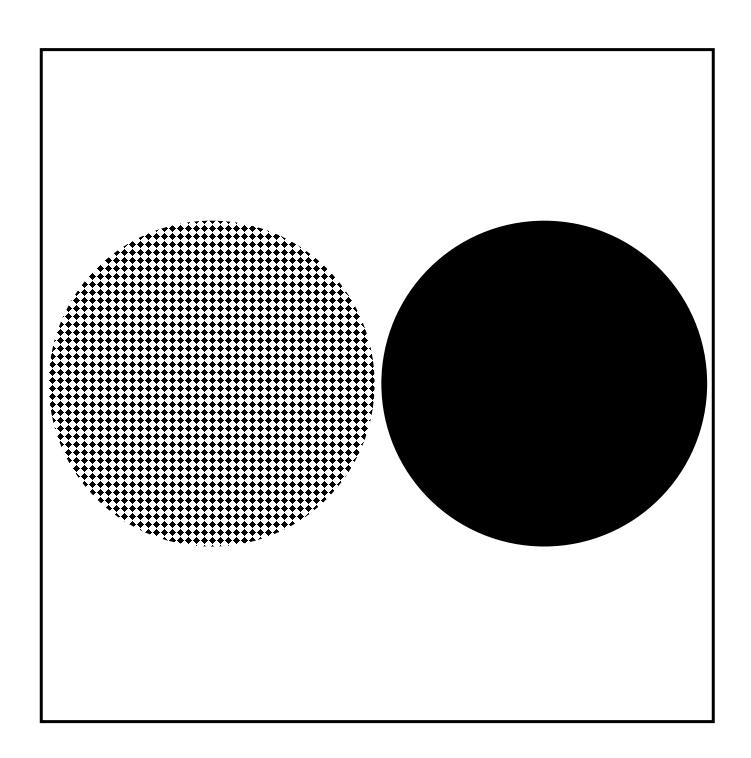


Direction







Texture