



SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY

Dindigul - Palani Highway, Dindigul - 624 002.

Phone: 0451-2448800-99 (100 Lines) Fax: 0451-2448855

Email: ssmietdgl@gmail.com Website: www.ssmiet.ac.in

25/01/2023

DEPARTMENT OF CIVIL ENGINEERING

TECHNOLOGY TRAINING SCHEDULE

ACADEMIC YEAR 2022-23 EVEN SEMESTER

S.No	Year	Course Name	No of Students	Duration	Service Provider
1	III	Revit Architecture	23	06.02.23 to 11.02.23	CONCEPTURES Pvt Ltd, COIMBATORE
2	II	AutoCAD 2022	15	13.02.23 to 18.02.23	BTR CONSTRUCTION, BHAVANI SAGAR
3	IV & II	Revit Architecture	30	20.02.23 to 25.02.23	CONCEPTURES Pvt Ltd, COIMBATORE
4	IV	STAAD Pro V8i	15	27.02.23 to 04.03.23	BTR CONSTRUCTION, BHAVANI SAGAR
5	III	3Ds Max 2023	23	06.03.23 to 11.03.23	CADD ACADEMY, MADURAI
6	IV		15	13.03.23 to 18.03.23	

HoD/Civil

Principal



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25.01.2023

DEPARTMENT OF CIVIL ENGINEERING

Submitted to the Principal for kind approval

Sub: Requisition of approval to conduct **3DS MAX** Software Training Program – Reg..

I wish to bring your kind notice that, in this semester we are going to conduct a value added course **3DS MAX** for our III & IV year students (**38 No's**) in association with CADD ACADEMY, Madurai. In this connection, Enclosed the syllabus and quotation from.

S. No	Year	Name of the Program	Period	No of Days	No of Students	Rate/Student Rs	Total Fees Rs
1	III Year	3DS MAX	06.03.23 to 11.03.23	6 Days	23	Rs.1500/-	Rs.34500/-
2	IV Year		13.03.23 to 18.03.23	6 Days	15	Rs.1500/-	Rs.22500/-
							Total Rs.57000/-

The proposal and course content received from CADD ACADEMY, Madurai, also enclosed for your kind perusal and approval.

Enclosure – 1. Quotation

2. Syllabus


HoD/CIVIL


PRINCIPAL



SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY

(Approved by AICTE, New Delhi / Affiliated to Anna University, Chennai / Accredited by NAAC),

(Accredited by NBA – ECE, EEE & MECH UG Programs)

Dindigul – Palani Highway, Dindigul 624 002

Date: 25.01.23

CIRCULAR

It is planned to conduct Value Added Course for III and IV year students by Department of Civil Engineering in association with CADD ACADEMY, Madurai.

S.No	Year	Name of the Course	Period	No. of Days
1.	III Year	3DS MAX	06.03.23 to 11.03.23	6 Days
2.	IV Year		13.03.23 to 18.03.23	6 Days

Faculty In-charge

HoD/Civil



SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY

Accredited by NAAC and affiliated to Anna University, Chennai

2022-23

VALUE ADDED COURSE

ON

3Ds Max

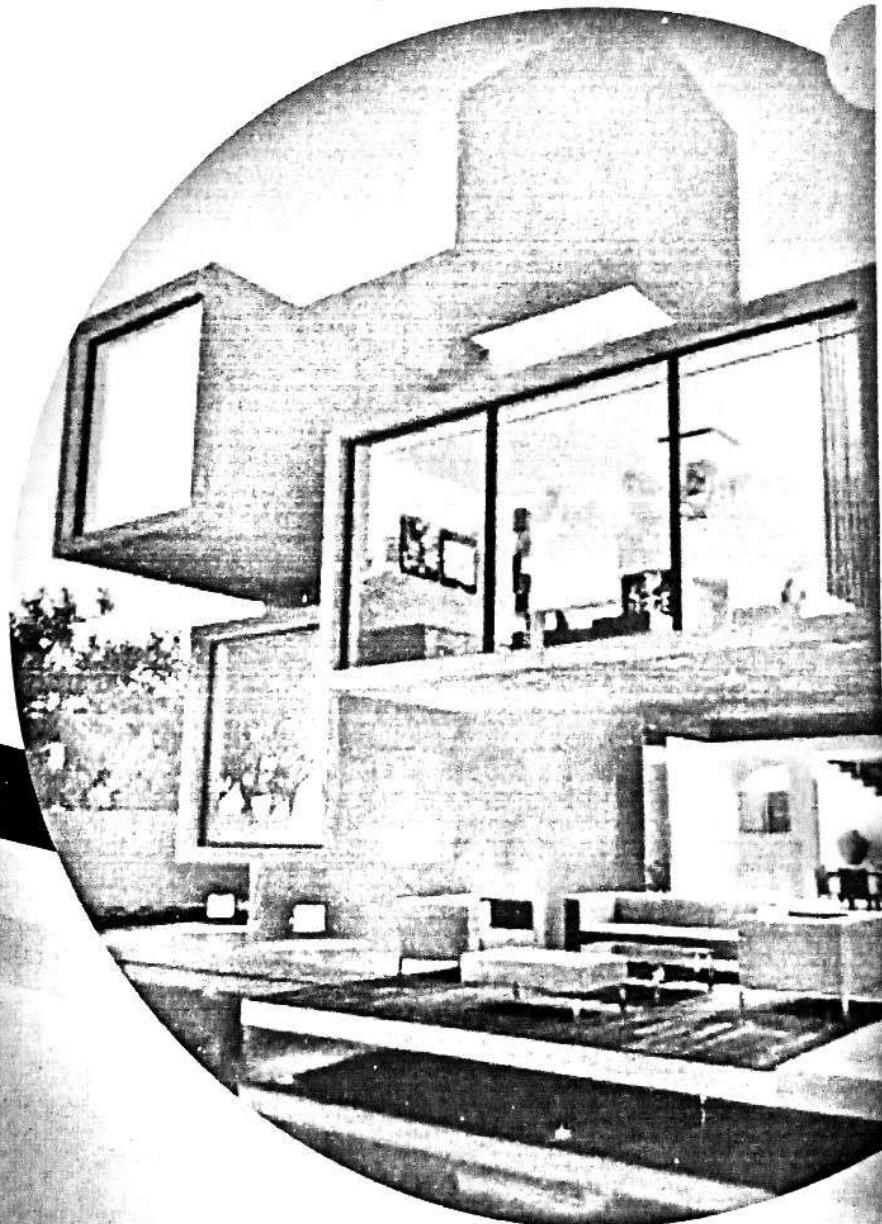
2023

SERVICE PROVIDER

**CADD Academy,
Madurai.**

EVENT COORDINATOR

T. Sivaganesan,
Assistant Professor,
SSM-IET, Dindigul.



Date:

06.3.23 to 11.3.23

13.3.23 to 18.3.23

3Ds MAX Syllabus

Topics:

- Introduction to Autodesk 3ds Max Design
- Autodesk 3ds Max Design Interface and Workflow
- Assembling Files by importing, linking, or merging
- 3D Modeling with Primitives and 2D Objects
- Using Modifiers to create and modify 3D objects
- Materials
- Autodesk 3ds Max Design Lighting
- Lighting with Autodesk 3ds Max Design mental ray
- Rendering and Cameras
- Animation for Visualization

SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY, DINDIGUL
DEPARTMENT OF CIVIL ENGINEERING - VALUE ADDED COURSE (3Ds Max)
III YEAR 2022-23 EVEN SEMESTER - (06.03.2023 TO 11.03.2023)

ATTENDANCE SHEET

S.No	Register No	Student Name	06.03.23			07.03.23			08.03.23			09.03.23			10.03.23		
			FN	AN	FN												
1	922120103001	ALAGENDIRAN A															
2	922120103002	ANU PRABHA M	A E	A S													
3	922120103003	ARUL YOWAN P	P Hanum														
4	922120103004	EZHILARASHAN B															
5	922120103005	HARI PRASATH S															
6	922120103006	MANOJ N															
7	922120103007	MUKESH CHELLAM M	A E	A E													
8	922120103008	MUTHAMIZH SELVAN M															
9	922120103009	RAGUNATH BOOPATHI S															
10	922120103010	SASIKUMAR P															
11	922120103011	SHAHIN BANU N															
12	922120103012	SOONDHARA RAJAN G															
13	922120103013	SRI KARAN K															
14	922120103014	SUBIKSHA A															
15	922120103015	SUDHARSAN M															
16	922120103016	VISHWA A															
17	922120103301	ATHAV RAM BALAJI P	P Athav														
18	922120103302	JOHN PHILLIPS F	F Phillip														
19	922120103303	MOHAMED NASIM ASLAM MA	m Nasim														
20	922120103305	NAVEEN KUMAR S	Naveen Kumar														
21	922120103306	NOYAL JERALD RAJA A	A Noyal														
22	922120103307	SHAKE ABDULLA E															
23	922120103501	KIRUTHIK ROSHINI T	T Kiruthik														

C) O I O I

*P.S.
HOD/civil*

30 IV yr

SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY, DINDIGUL.
DEPARTMENT OF CIVIL ENGINEERING - VALUE ADDED COURSE (3Ds Max)
IV YEAR 2022-23 EVEN SEMESTER (13.03.2023 TO 18.03.23)

S.No	REG NO	NAME	13.03.2023		14.03.2023		15.03.2023		16.03.2023		17.03.2023	
			FN	AN								
1	922119103001	S. ABUL BAJAR	ABT									
2	922119103002	S. ARAVINTH	S. Aravint									
3	922119103003	A. CHANDRA PRABHU	Ch									
4	922119103004	M. HEMARAJ	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj	M. Hemaraj
5	922119103005	B. SAKTHI PRAGADEESWARA RAO	AB									
6	922119103007	C. MAHAVISHNU VARMAN	Mahavishnu									
7	922119103008	P. POORACHANDRAN	P. Poorach									
8	922119103010	S. SANJEEVI	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi	S. Sanjeevi
9	922119103011	J. SANTHOSH CALVIN	J.Cal									
10	922119103012	S. R. SATHEESH KUMAR	SR SK									
11	922119103013	S. SHEIK DAWOOD	Q. Dapood									
12	922119103014	R. SIVA	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva	R. Siva
13	922119103015	P. SURESH KUMAR	P. Shre									
14	922119103016	C.R. VIJAY	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay	R. Vijay
15	922119103017	A.P.K VOGESH ARASAN	AB	AB	Karthik							


Head of Department



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3Ds MAX ASSESSMENT

MARKS: 50

1. A type of geometric model of a three-dimensional object in which the basic shape is made up of points, or vertices, connected by edges.
a. Maps b. NTSC c. SMPTE d. Mesh
2. Which comprises six user-interface panels that give you access to most of the modeling features of 3ds Max, as well as some animation features, display choices, and miscellaneous utilities.
a. Material b. Render c. Frame Rate d. Command Panel
3. Which is a type of deformable object. It provides controls for manipulating a mesh object made up of triangular faces as an object and at three sub-object levels: vertex, edge and face.
a. Element b. Keyframes c. Editable Mesh d. Title Bar
4. _____ is a polygonal mesh; that is, unlike an editable mesh, it uses more than three-sided polygons.
a. Viewport b. Title Bar c. Editable Poly d. Editable Mesh
5. Which Displays animation keys and frame numbers, can be "scrubbed" to quickly view the results of the animation created
a. Tile b. Title Bar c. Time Slider d. Render
6. Which is the color that an object reflects when illuminated by "good lighting." Also referred to as its natural color.
a. Editable Poly b. Title Bar c. Specular color d. Diffuse Color
7. Which is a single point in a graphic image.
a. Faces b. Pixel c. Edge d. Spline
8. What is called when Two dimensional view of an object , as seen from the Top, Bottom, Front, Back, Left, or Right.
a. Isometric View b. Orthographic Views c. Modifiers d. Perspective View
9. Which is the portion of a spline between two vertices
a. Element b. Segment c. Tweens d. Extents
10. Which can change an object's geometrical structure, deforming it in some way.
a. Tweens b. Modifier Stack c. Modifiers d. Origin
11. Which is a type of helper object you can create whenever you need a local reference grid or construction plane somewhere other than the home grid.
a. Grid Object b. Object c. Sub-object d. Grids

12. Which records the beginning and end of each transformation of an object or element in the scene.

- a. Faces
- b. Vectors
- c. Keyframes
- d. Vertex

13. A wireframe box that encloses the extents of an object is called _____.

- a. Origin
- b. Bounding Box
- c. Modifiers
- d. Animation

14. Which is a setting or value that you can change.

- a. SMPTE
- b. Parameter
- c. Frame Rate
- d. Vertex

15. Which provides quick access to tools and dialog boxes for many of the most common tasks in 3DS Max.

- a. Status Bar
- b. Title Bar
- c. Menu Bar
- d. Maintool bar

16. What is the display area of the user interface that allows you to view and manipulate the modifiers on an object

- a. Title bar
- b. Modifier stack
- c. Material
- d. Modifiers

17. Area of the User Interface where the objects are displayed is called _____

- a. Vectors
- b. Gizmo
- c. Viewport
- d. ViewCube

18. An arbitrary point in space is used as the _____

- a. Grids
- b. Spline
- c. Object
- d. Origin

19. Which used to describe the placement and transformation of maps

- a. Tile
- b. Mesh
- c. Edge
- d. UVW

20. Which specifies the placement, orientation, and scale of a map on the geometry.

- a. Main Toolbar
- b. Mapping Coordinates
- c. Frame Rate
- d. Material Editor

21. Which is used to replicate an image used as a map.

- a. Tile
- b. Pixel
- c. Tweens
- d. Edge

22. Which is used To output the image or scene with camera, lights, shadows, modifiers, and materials applied to it.

- a. Vertex
- b. Render
- c. Grids
- d. Mesh

23. Which is a straight or curved line that connects two vertices in a mesh object or spline.

- a. Render
- b. Vertex
- c. Tile
- d. Edge

24. Images generated by the computer in between the keyframes is called _____

- a. Tweens
- b. Faces
- c. Tile
- d. Grids

25. Which viewport display setting that lets you view objects in a given viewport as a wire mesh.

- a. Wireframe
- b. Frame Rate
- c. view cube
- d. Work flow

26. Which contains the information about the scene and active command.

- a. material b. title bar c. status bar d. menu bar

27. Which is an icon-based menu available from any button that has a small black triangle _____.

- a. Polygons b. Flyout c. Faces d. Object

28. A collection of vertices and connecting segments that form a line or curve is called _____.

- a. Tile b. Origin c. Spline d. SMPTE

29. Which is the standard time display format for most professional animation work.

- a. Maps b. SMPTE c. Vertex d. Tile

30. Which displays drop down menus common to many software programs.

- a. Menu Bar b. Status Bar c. Title Bar d. Render

31. Two-dimensional arrays of lines similar to graph paper are called _____.

- a. Faces b. Maps c. Grids d. Tile

32. A single point whose sole property is its position in 3D space, which is typically defined by values for the X axis, Y axis, and Z axis is called _____.

- a. Render b. Edge c. Vectors d. Vertex

33. What is Found at the top of windows program. Designates the title of software, version and document that is open.

- a. Material b. Status Bar c. Title Bar d. Menu Bar

34. Viewing a series of related still images in quick succession causes them to appear as if they are in continuous motion. Based on " Persistence of Vision" is called _____.

- a. Animation b. Origin c. Parameter d. Tile

35. Which objects are viewed with the rules of perspective applied to them. They have a vanishing point. a. Isometric View b. Perspective View c. Parameter d. Time Slider

36. Which change an object or the objects location. Usually done with Move, Rotate or Scale.

- a. Transform b. Tweens c. Vectors d. Render

37. The sides of an object are equally inclined to the screen is called _____.

- a. Orthographic Views b. Frame Rate c. Isometric View d. Origin

38. Which is used to design materials and maps

- a. Material Editor b. Time Slider c. Material Map Browser d. Material

39. This is the number of frames displayed for every second of real time.

- a. Frame Rate b. Parameter c. Wireframe d. Vertex

40. One of two or more individual mesh objects grouped together into one larger object is called _____.

- a. Element b. Extents c. Object d. Tweens

41. Which is the name of the video standard used in North America, most of Central and South America, and Japan. The frame rate is 30 frames per second.

- a. NTSC b. Tile c. Edge d. UVW

42. Which allows you to access pre-made materials and maps that come with 3DS MAX

- a. Parameter b. Material Editor c. Material Map Browser d. Time Slider

43. Which Opens the Material Editor window.

- a. Open Curve Editor b. Render Setup c. Material Editor d. Manage Layers

44. Which Produces a quick test rendering of the current viewport without opening the Render Setup dialogue box using the production settings, the iterative render mode or the ActiveShade window.

- a. Material Editor b. Manage Layers c. Render Setup d. Quick Render

45. Which Opens the Layer Manager interface where you can work with layers.

- a. Alignment Tools b. Render Setup c. Quick Render d. Manage Layers

46. Which Lists and allows you to select a set of named objects.

- a. Mirror Selection Objects b. Render Setup c. Alignment Tools d. Selection Sets Drop-Down List

47. Which Opens the Function Curves Editor.

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48. Which Opens the alignment dialogue box for positioning objects, allows objects to be aligned by their normals, determines the location of highlights, and aligns objects to a camera or view.

- a. Manage Layers b. Graphite Modeling Tools c. Render Setup d. Alignment Tools

49. Where do you see nodes in max?

- a. Track view b. Schematic view c. Elure d. Graphic editor

50. Is it possible to export 3Ds MAX to MAYA?

- a. Yes b. No

SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY(Approved by AICTE, New Delhi / Affiliated to Anna University, Chennai / Accredited by NAAC)
Dindigul - Palani Highway, Dindigul - 624 002**3Ds MAX ASSESSMENT****MARKS: 50**

1. A type of geometric model of a three-dimensional object in which the basic shape is made up of points, or vertices, connected by edges.

- a. Maps b. NTSC c. SMPTE d. Mesh

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- a. Tile b. Mesh c. Edge d. UVW
20. Which specifies the placement, orientation, and scale of a map on the geometry
- a. Main Toolbar b. Mapping Coordinates c. Frame Rate d. Material Editor
21. Which is used to replicate an image used as a map
- a. Title b. Pixel c. Tweens d. Edge
22. Which is used To output the image or scene with camera, lights, shadows, modifiers, and materials applied to it
- a. Vertex b. Render c. Grids d. Mesh
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3Ds MAX ASSESSMENT

MARKS: 50

X 3
50

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 - c. SMPTE
 - d. Mesh

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14. Which is a setting or value that you can change.
a. SMPTE b. Parameter c. Frame Rate d. Vertex
15. Which provides quick access to tools and dialog boxes for many of the most common tasks in 3DS Max.
a. Status Bar b. Title Bar c. Menu Bar d. Main tool bar
16. What is the display area of the user interface that allows you to view and manipulate the modifiers on an object
a. Title bar b. Modifier stack c. Material d. Modifiers
17. Area of the User Interface where the objects are displayed is called _____
a. Vectors b. Gizmo c. Viewport d. ViewCube
18. An arbitrary point in space is used as the _____
a. Grids b. Spline c. Object d. Origin
19. Which used to describe the placement and transformation of maps
a. Tile b. Mesh c. Edge d. UVW
20. Which specifies the placement, orientation, and scale of a map on the geometry
a. Main Toolbar b. Mapping Coordinates c. Frame Rate d. Material Editor
21. Which is used to replicate an image used as a map
a. Tile b. Pixel c. Tweens d. Edge
22. Which is used To output the image or scene with camera, lights, shadows, modifiers, and materials applied to it
a. Vertex b. Render c. Grids d. Mesh
23. Which is a straight or curved line that connects two vertices in a mesh object or spline.
a. Render b. Vertex c. Tile d. Edge
24. Images generated by the computer in between the keyframes is called _____
a. Tweens b. Faces c. Tile d. Grids
25. Which viewport display setting that lets you view objects in a given viewport as a wire mesh
a. Wireframe b. Frame Rate c. View cube d. Work flow
26. Which contains the information about the scene and active command

- a. material b. title bar c. status bar d. menu bar

27. Which is an icon-based menu available from any button that has a small black triangle

- a. Polygons b. Flyout c. Faces d. Object

28. A collection of vertices and connecting segments that form a line or curve is called

- a. Tile b. Origin c. Spline d. SMPTE

29. Which is the standard time display format for most professional animation work

- a. Maps b. SMPTE c. Vertex d. Tile

30. Which displays drop down menus common to many software programs.

- a. Menu Bar b. Status Bar c. Title Bar d. Render

31. Two-dimensional arrays of lines similar to graph paper are called _____

- a. Faces b. Maps c. Grids d. Tile

32. A single point whose sole property is its position in 3D space, which is typically defined by values for the X axis, Y axis, and Z axis is called _____.

- a. Render b. Edge c. Vectors d. Vertex

33. What is Found at the top of windows program. Designates the title of software, version and document that is open.

- a. Material b. Status Bar c. Title Bar d. Menu Bar

34. Viewing a series of related still images in quick succession causes them to appear as if they are in continuous motion. Based on " Persistence of Vision" is called _____

- a. Animation b. Origin c. Parameter d. Title

35. Which objects are viewed with the rules of perspective applied to them. They have a vanishing point. a. Isometric View b. Perspective View c. Parameter d. Time Slider

36. Which change an object or the objects location. Usually done with Move, Rotate or Scale

- a. Transform b. Tweens c. Vectors d. Render

37. The sides of an object are equally inclined to the screen is called _____

- a. Orthographic Views b. Frame Rate c. Isometric View d. Origin

38. Which is used to design materials and maps.

- a. Material Editor b. Time Slider c. Material Map Browser d. Material

39. This is the number of frames displayed for every second of real time.

- a. Frame Rate b. Parameter c. Wireframe d. Vertex

40. One of two or more individual mesh objects grouped together into one larger object is called _____

- a. Element b. Extents c. Object d. Tweens

41. Which is the name of the video standard used in North America, most of Central and South America, and Japan. The frame rate is 30 frames per second.

- a. NTSC b. Tile c. Edge d. UVW

42. Which allows you to access pre-made materials and maps that come with 3DS MAX

- a. Parameter b. Material Editor c. Material Map Browser d. Time Slider

43. Which Opens the Material Editor window.

- a. Open Curve Editor b. Render Setup c. Material Editor d. Manage Layers

44. Which Produces a quick test rendering of the current viewport without opening the Render Setup dialogue box using the production settings, the iterative render mode or the ActiveShade window.

- a. Material Editor b. Manage Layers c. Render Setup d. Quick Render

45. Which Opens the Layer Manager interface where you can work with layers.

- a. Alignment Tools b. Render Setup c. Quick Render d. Manage Layers

46. Which Lists and allows you to select a set of named objects.

- a. Mirror Selection Objects b. Render Setup c. Alignment Tools d. Selection Sets Drop-Down List

47. Which Opens the Function Curves Editor

- a. Material Editor b. Open Curve Editor c. Render Setup d. Open Schematic View

48. Which Opens the alignment dialogue box for positioning objects, allows objects to be aligned by their normals, determines the location of highlights, and aligns objects to a camera or view.

- a. Manage Layers b. Graphite Modeling Tools c. Render Setup d. Alignment Tools

49. Where do you see nodes in max?

- a. Track view b. Schematic view c. Elure d. Graphic editor

50. Is it possible to export 3Ds MAX to MAYA?

- a. Yes b. No

SSM INSTITUTE OF ENGINEERING AND TECHNOLOGY, DINDIGUL - 624 002

Department of Civil Engineering

STUDENT FEEDBACK FORM

Name of the Student. *P. Arul Youvan*

Year/Sem: *III yr*

Date: *11.03.23*

Dear Student,

You are required to give your feedback on the following aspects.

S No	Criteria	Rating				
		Excellent	Very good	Good	Fair	Satisfactory
1	Course content		✓			
2	Skill development			✓		
3	Motivation		✓			
4	Regularity and Punctuality of trainer			✓		
5	Coverage of syllabus			✓		
6	Interaction			✓		
7	Individual attention			✓		
8	Outcome			✓		

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Faculty In-charge

P. Arul Youvan

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Department of Civil Engineering

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Year/Sem: *III yr*

Date: *11.03.23*

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		Excellent	Very good	Good	Fair	Satisfactory
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2	Skill development			✓		
3	Motivation			✓		
4	Regularity and Punctuality of trainer		7			
5	Coverage of syllabus		✓			
6	Interaction		✓			
7	Individual attention			✓		
8	Outcome			✓		

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Faculty In-charge

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Department of Civil Engineering

STUDENT FEEDBACK FORM

Name of the Student: *S. Naresh Kumar*

Year/Sem: *3rd yr*

Date: *11.03.23*

Dear Student,

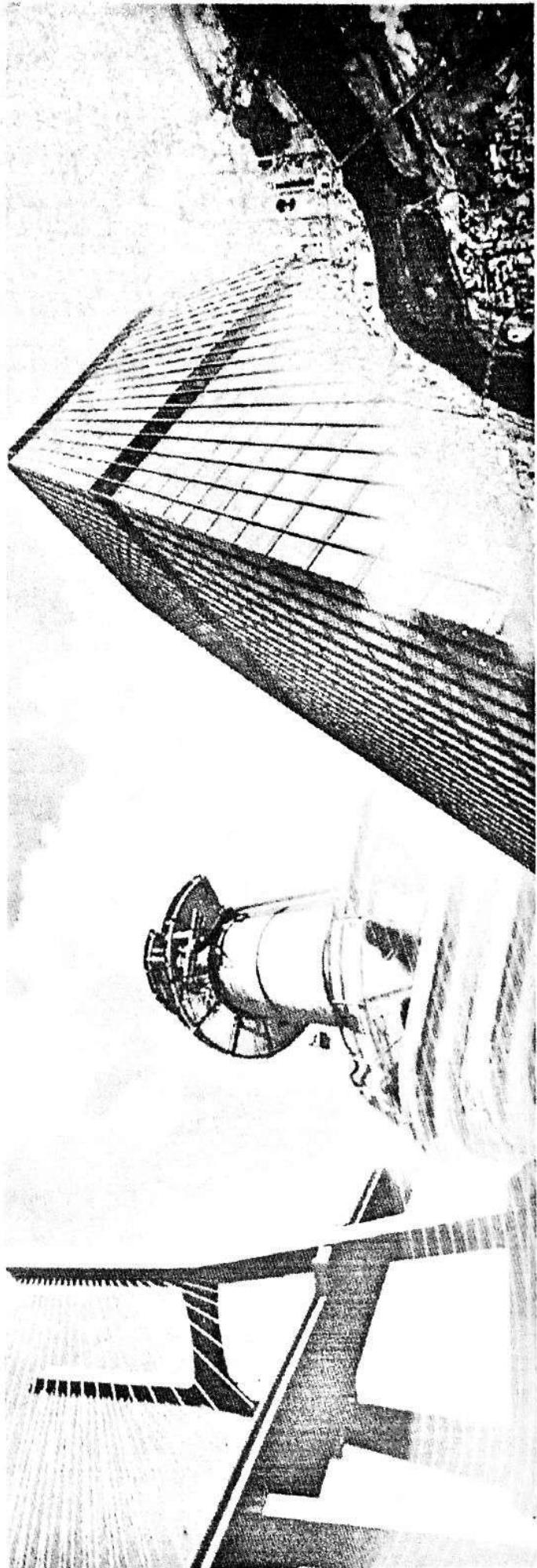
You are required to give your feedback on the following aspects.

S.No	Criteria	Rating				
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3	Motivation			✓		
4	Regularity and Punctuality of trainer			✓		
5	Coverage of syllabus	✓				
6	Interaction			✓		
7	Individual attention			✓		
8	Outcome			✓		

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Course Title
45 Hours
Course Duration

DEVENDIRAN K
Instructor
06/03/2023
Course Starting Date
11/03/2023
Course Ending Date

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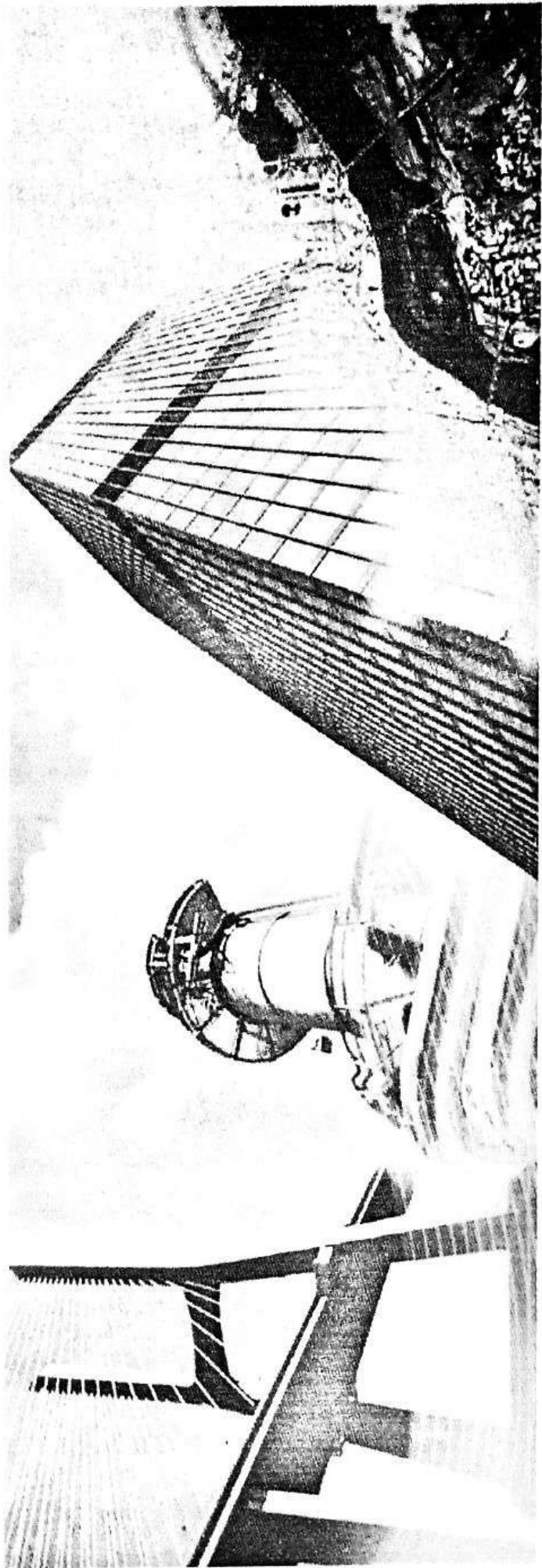
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HARIKRASATH S

Name

3DS MAX

Course Title
Instructor

DEVENDIRAN K

Course Starting Date

06/03/2023

Course Ending Date

11/03/2023

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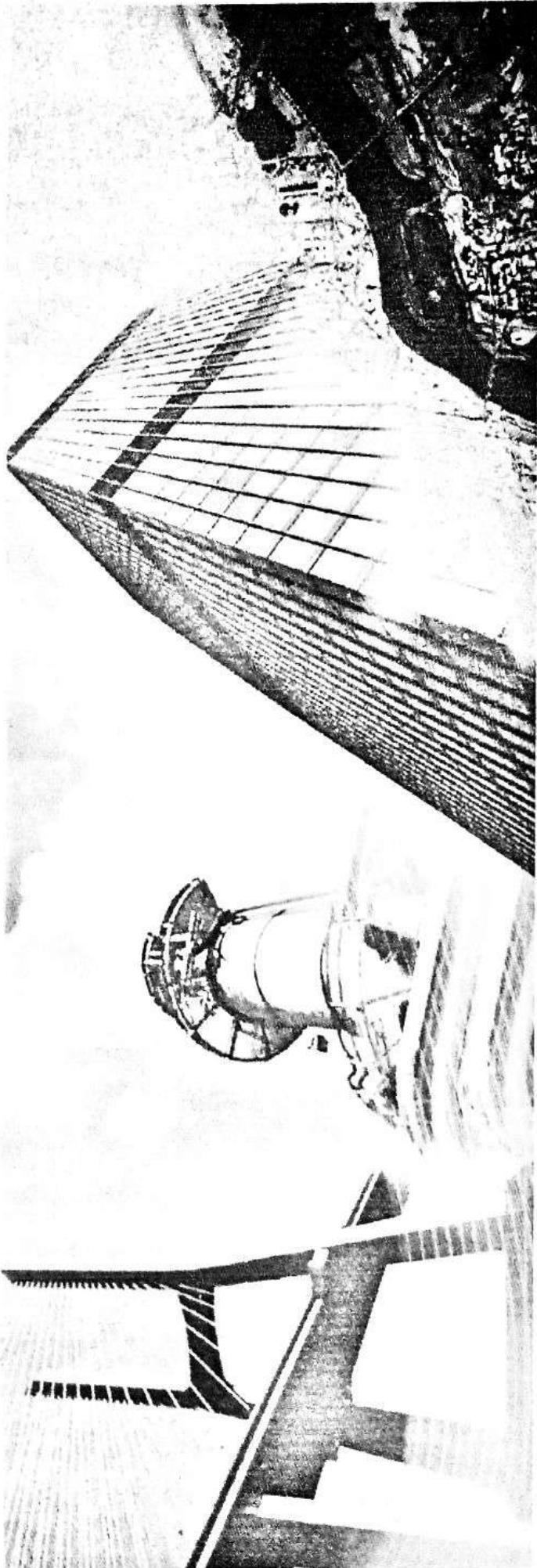
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