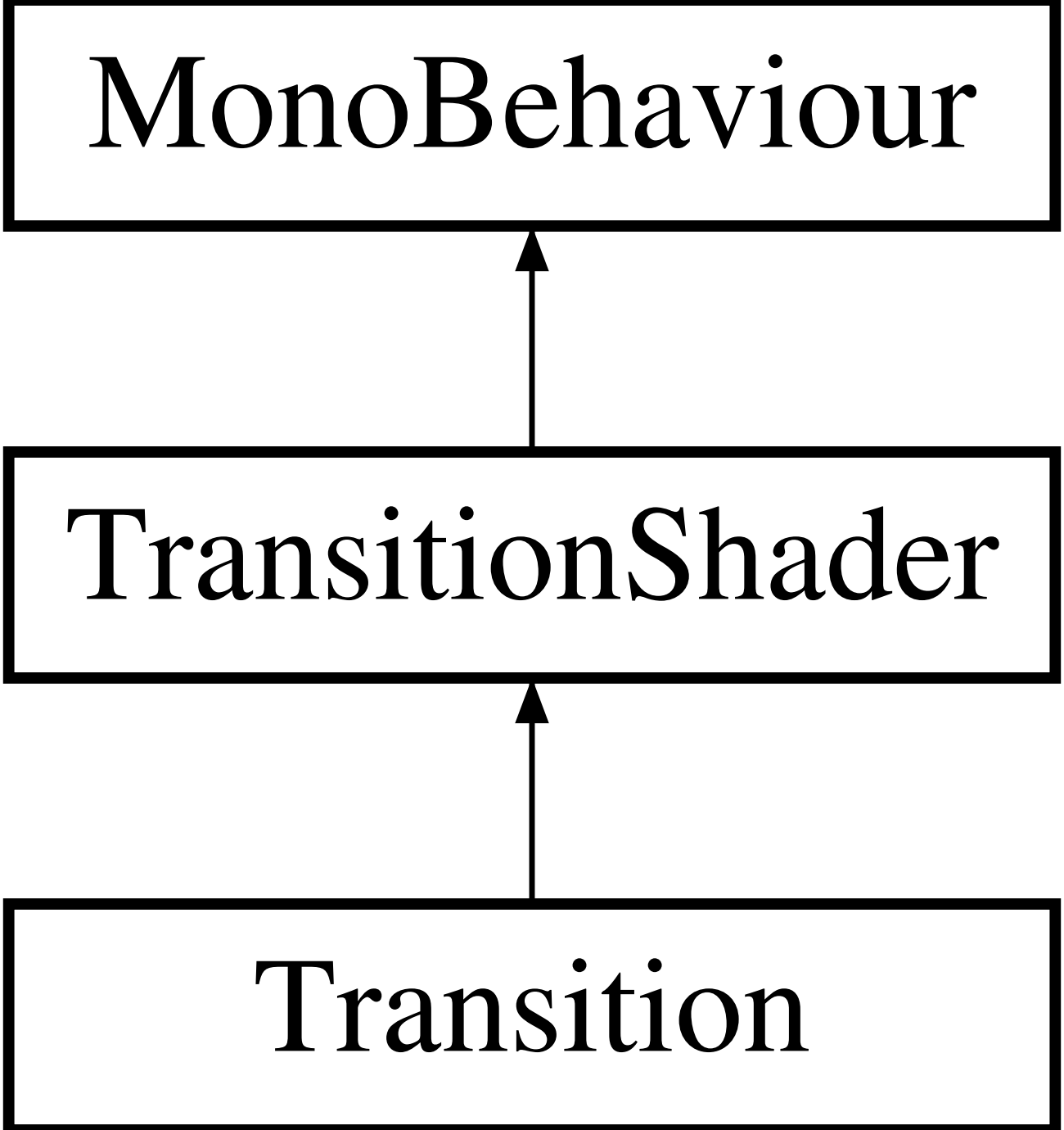
MonoBehaviour
TransitionShader
Transition