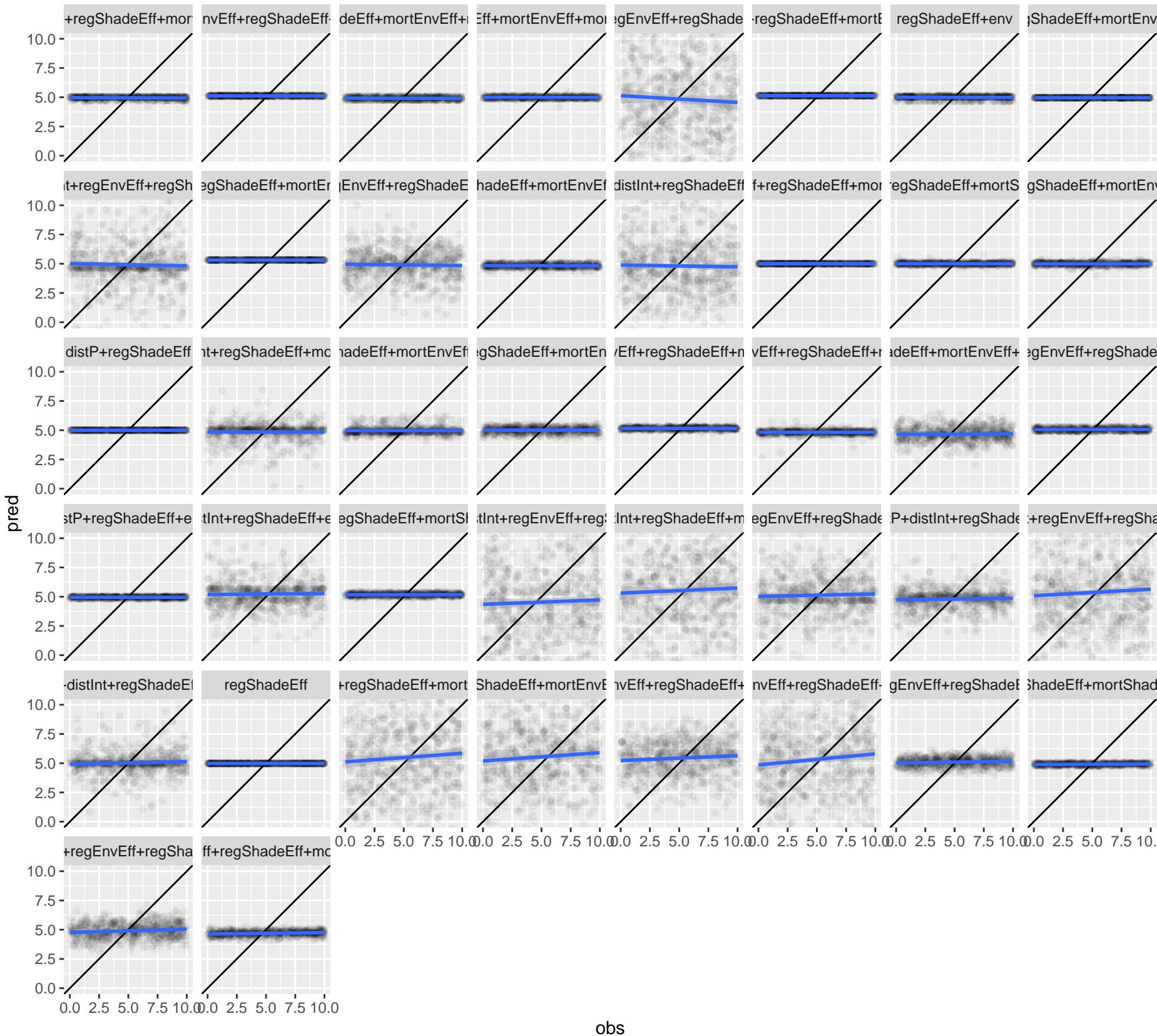
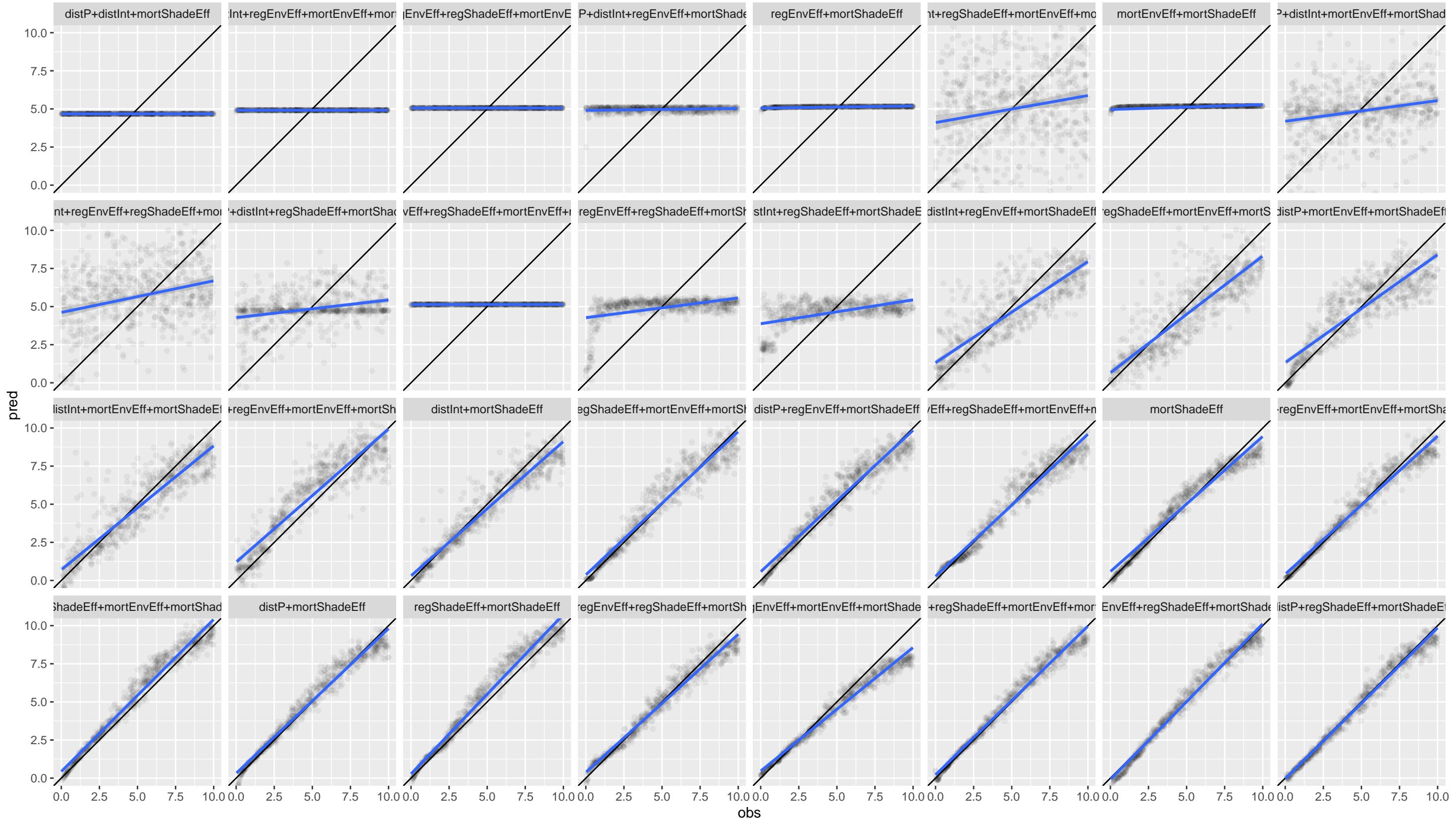


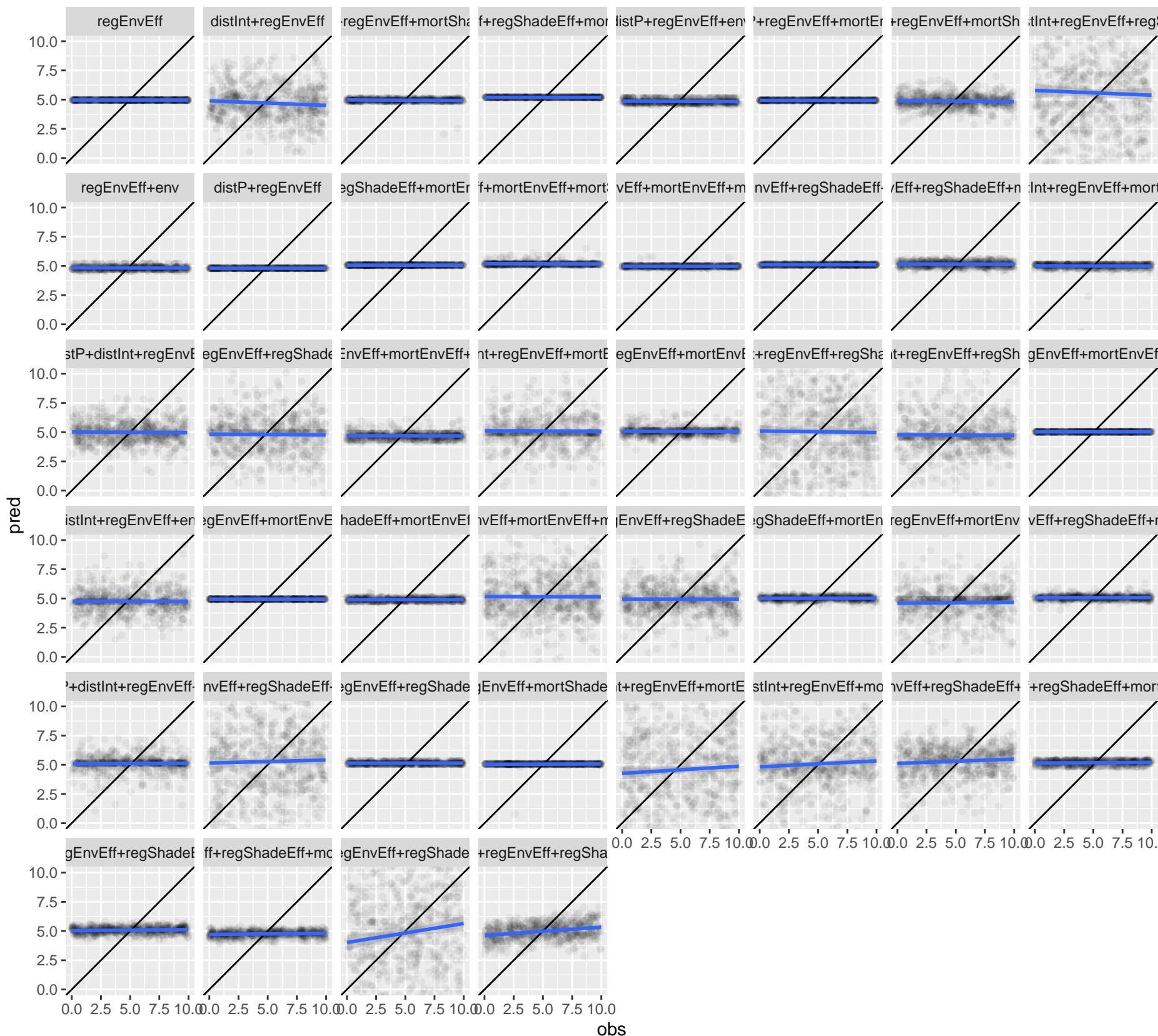
regShadeEff



# mortShadeEff



regEnvEff



mortEnvEff

