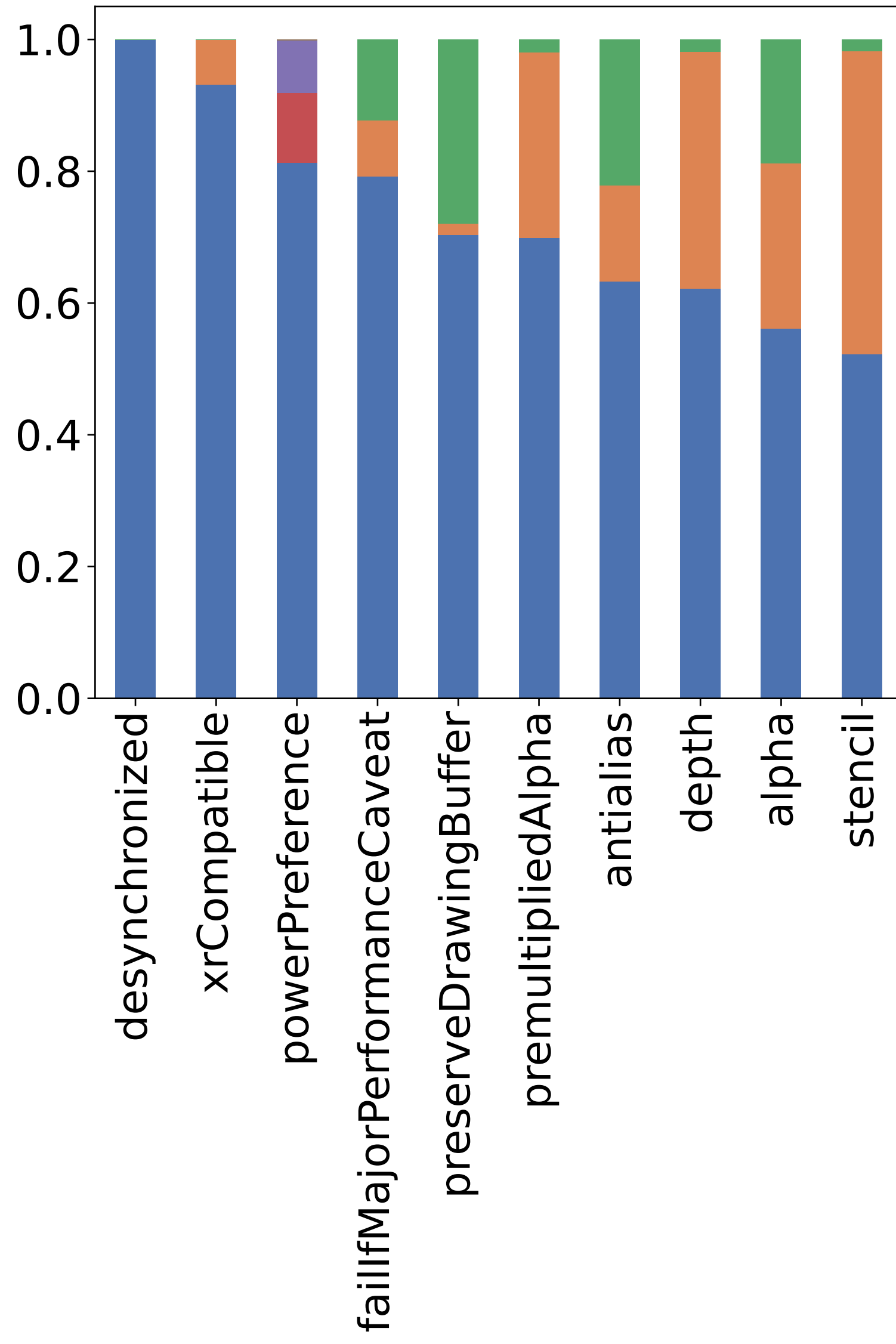




WebGL 1



WebGL 2

