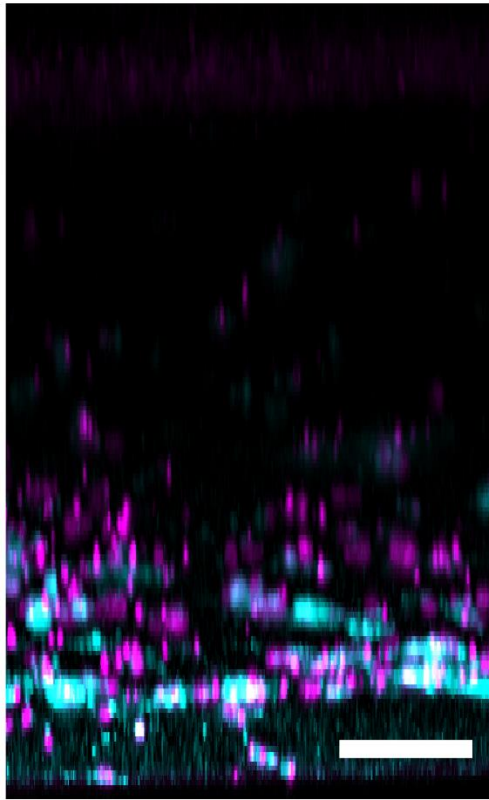
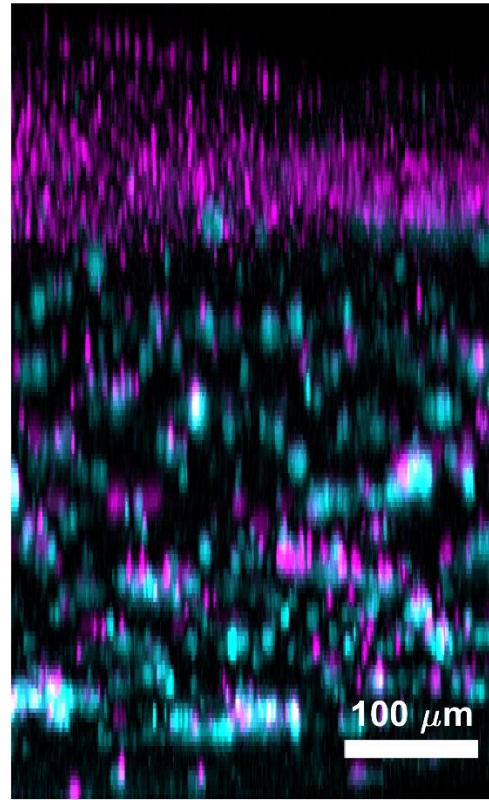


Uncleared



Cleared



Cleared 3D rendering

