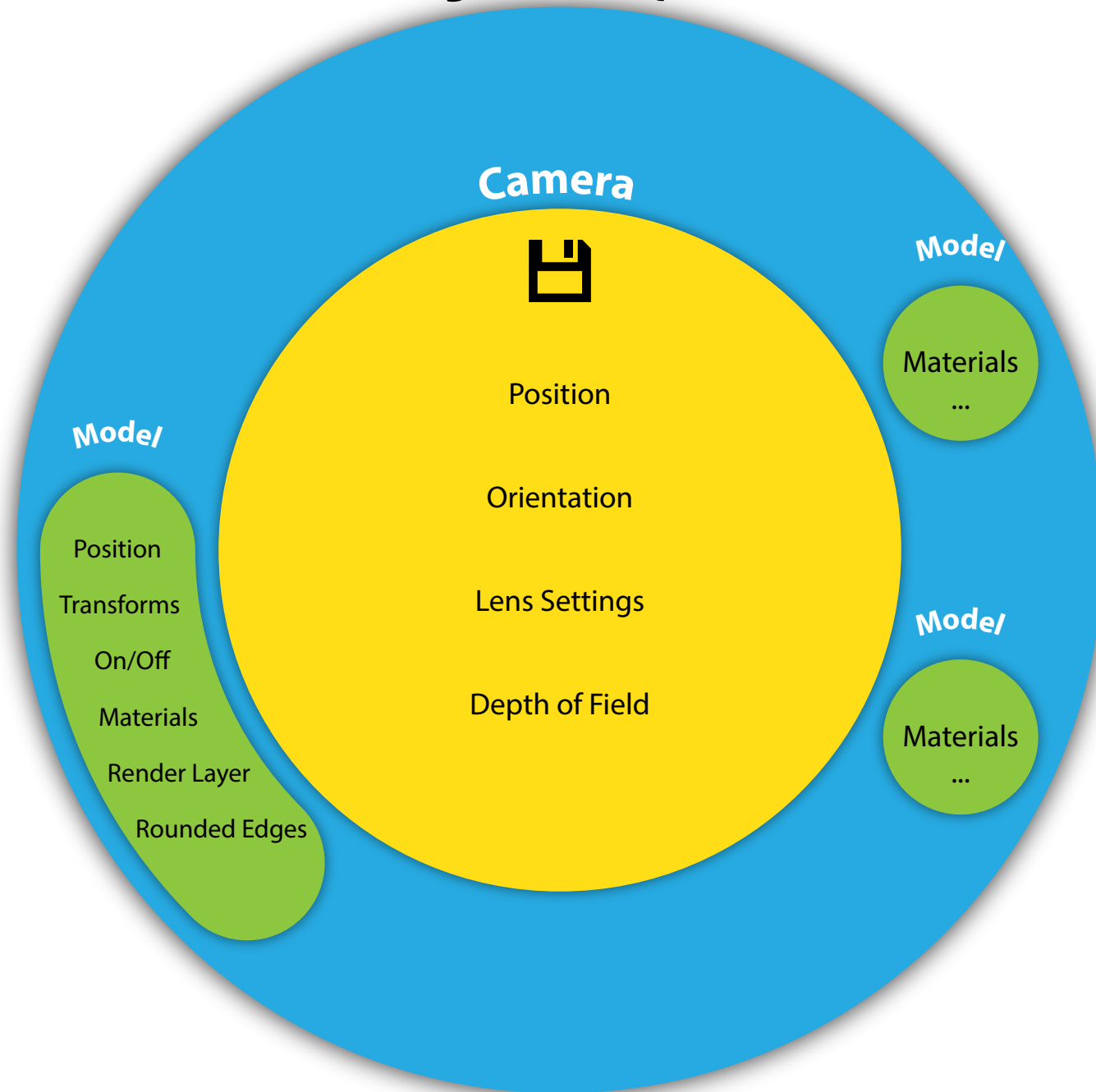
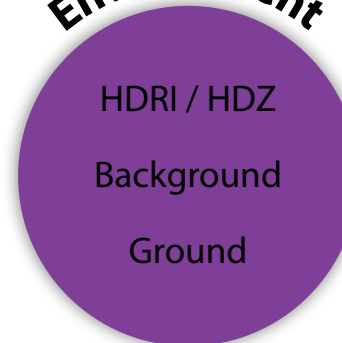


Scene Set



Environment



Scene Set

