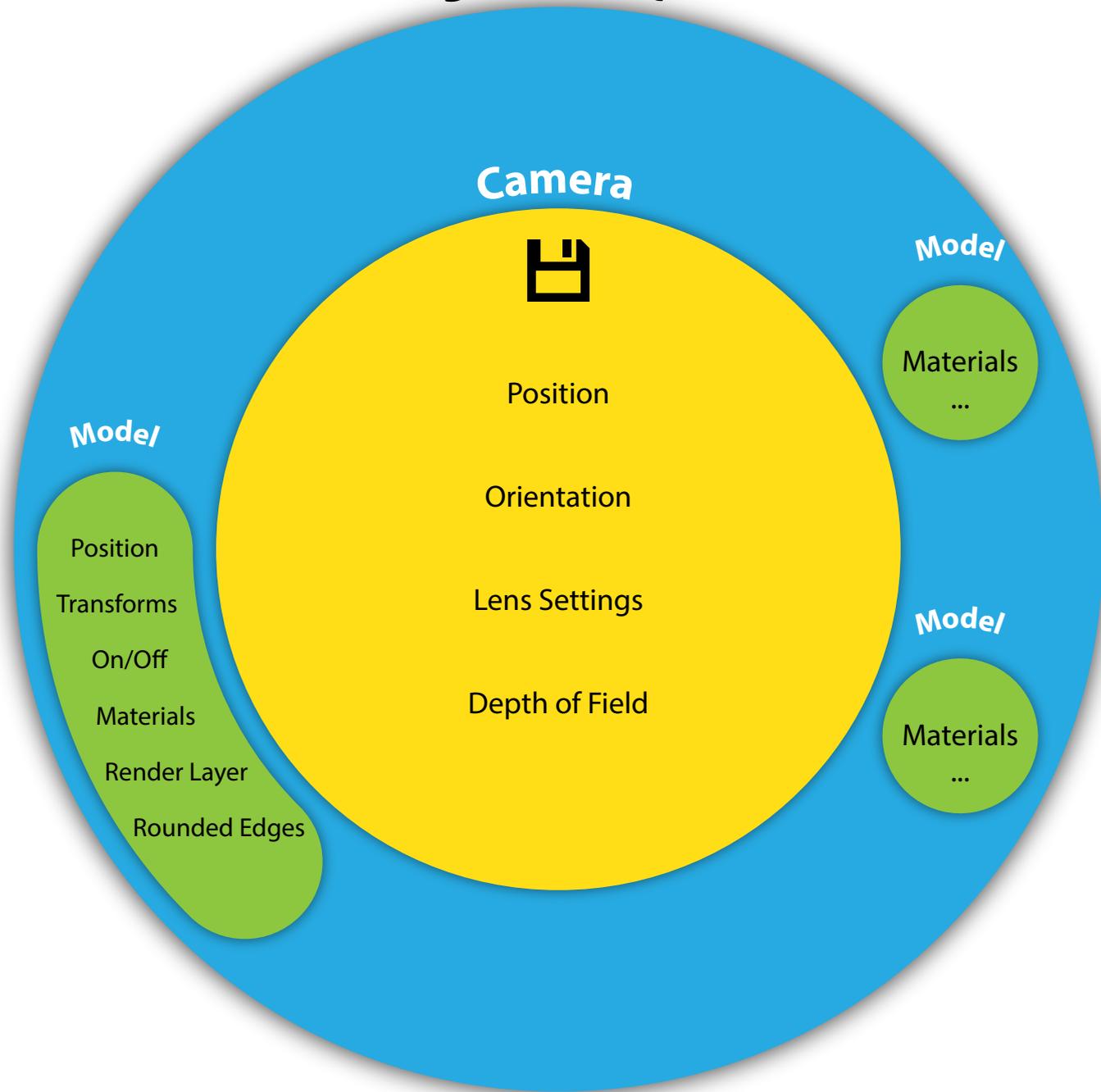
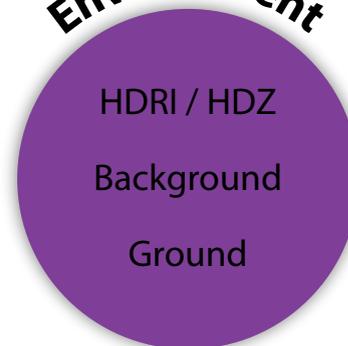


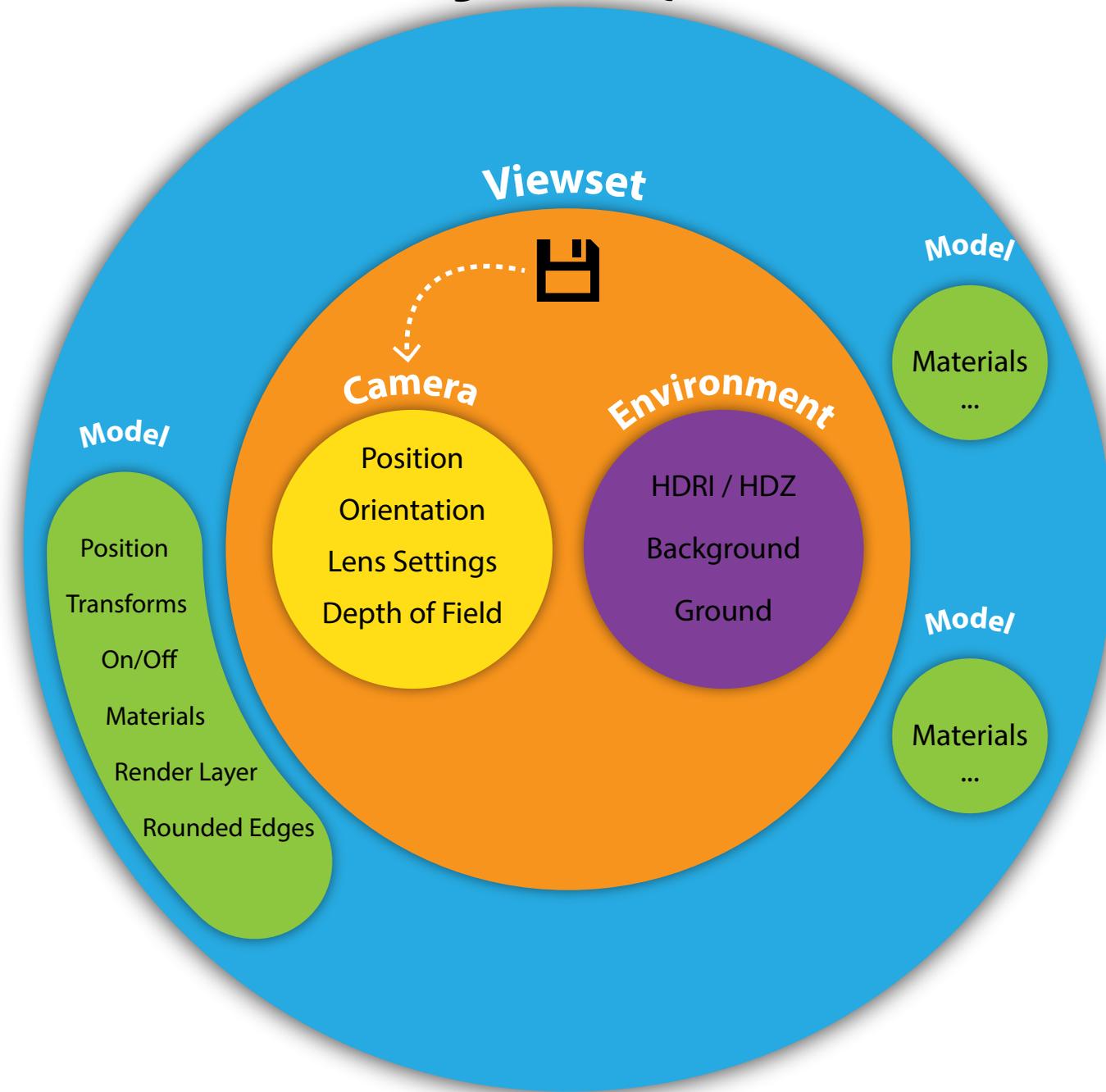
Scene Set



Environment



Scene Set



Environment

