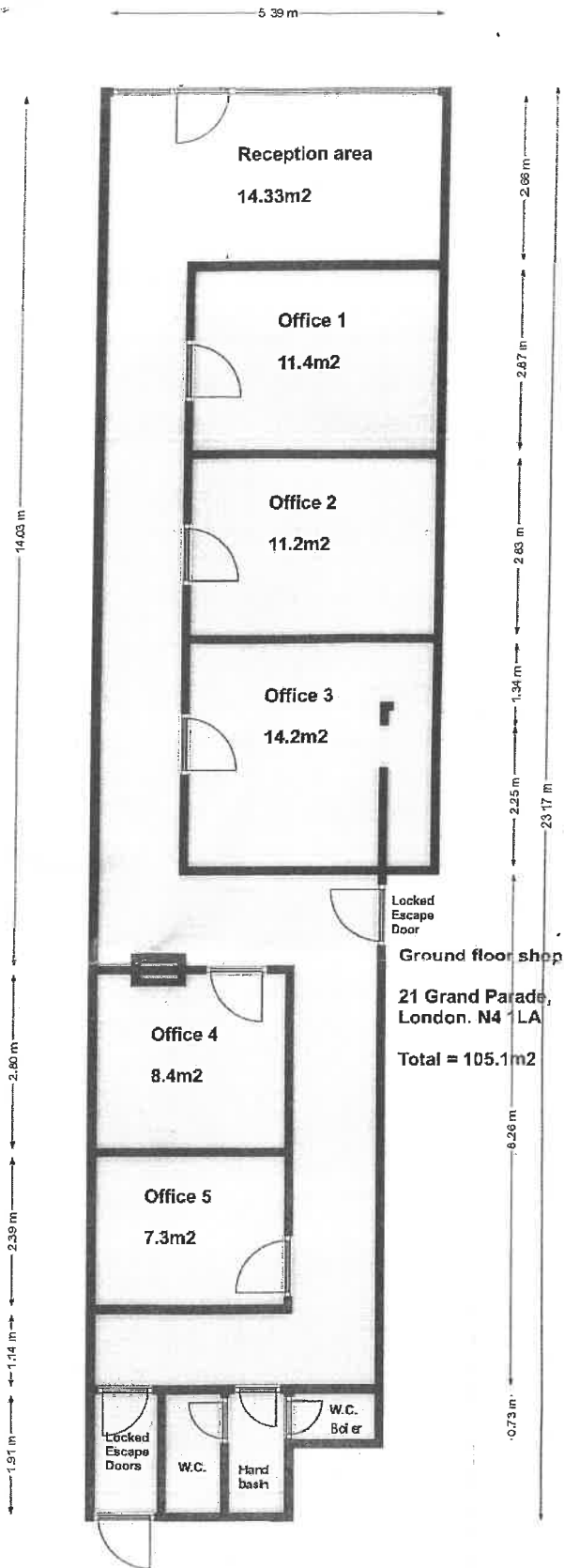




2D

3D