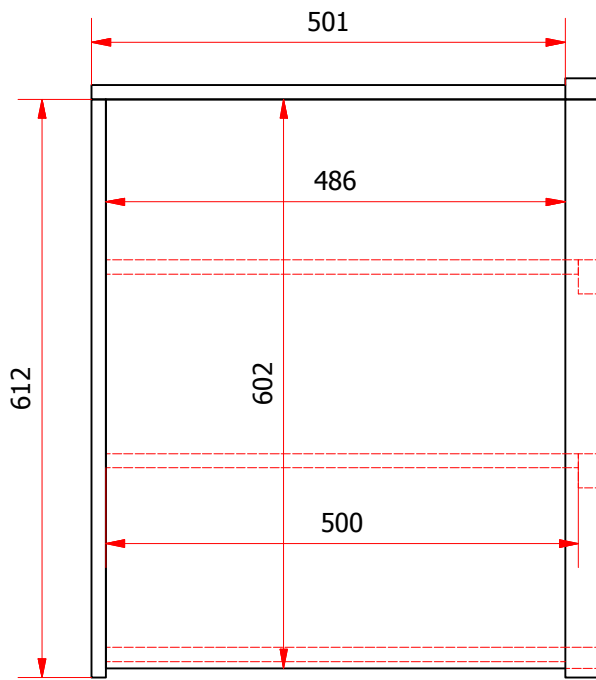
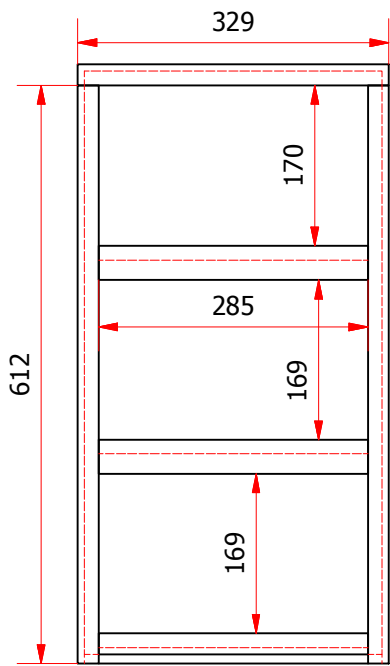


**2D ( 1 : 8 )**



**3D ( 1 : 10 )**

