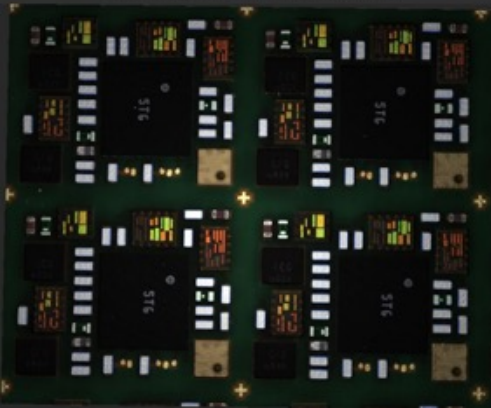


3D Image with 2D Texture



3D Image without 2D Texture

