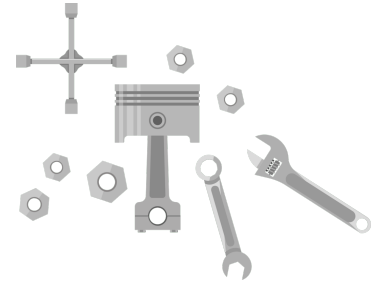


loop

map



material



mesh

metaball

model

motion

node

object



occlusion

particle

pass