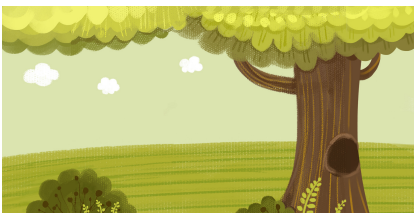




rotation

sample

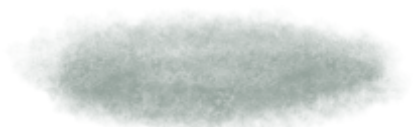
scan



scene

script

shader



shadow

shape



shine



simulation

skeleton

sky