



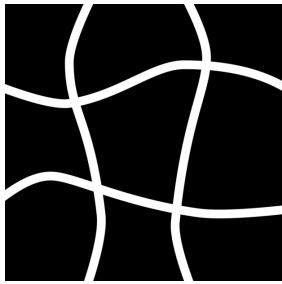
animate



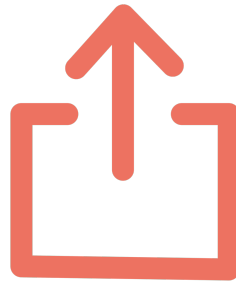
buffer



deform



distort



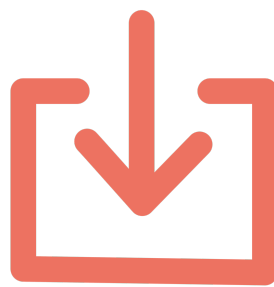
export



extrude



flip



import



intersect



join



merge



model