

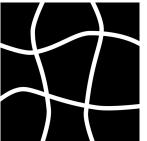
animate



buffer



deform



distort

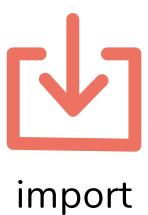




extrude



flip





intersect



join



merge



model