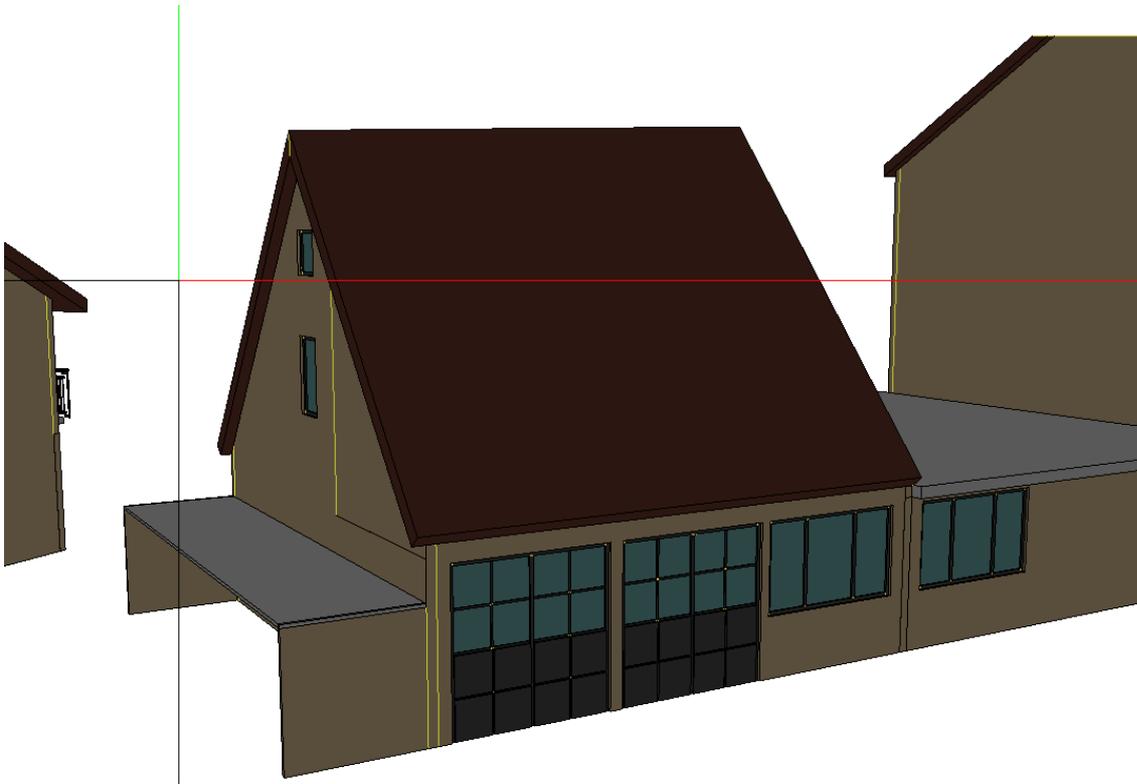




Rendering



Verdeckt-Berechnung