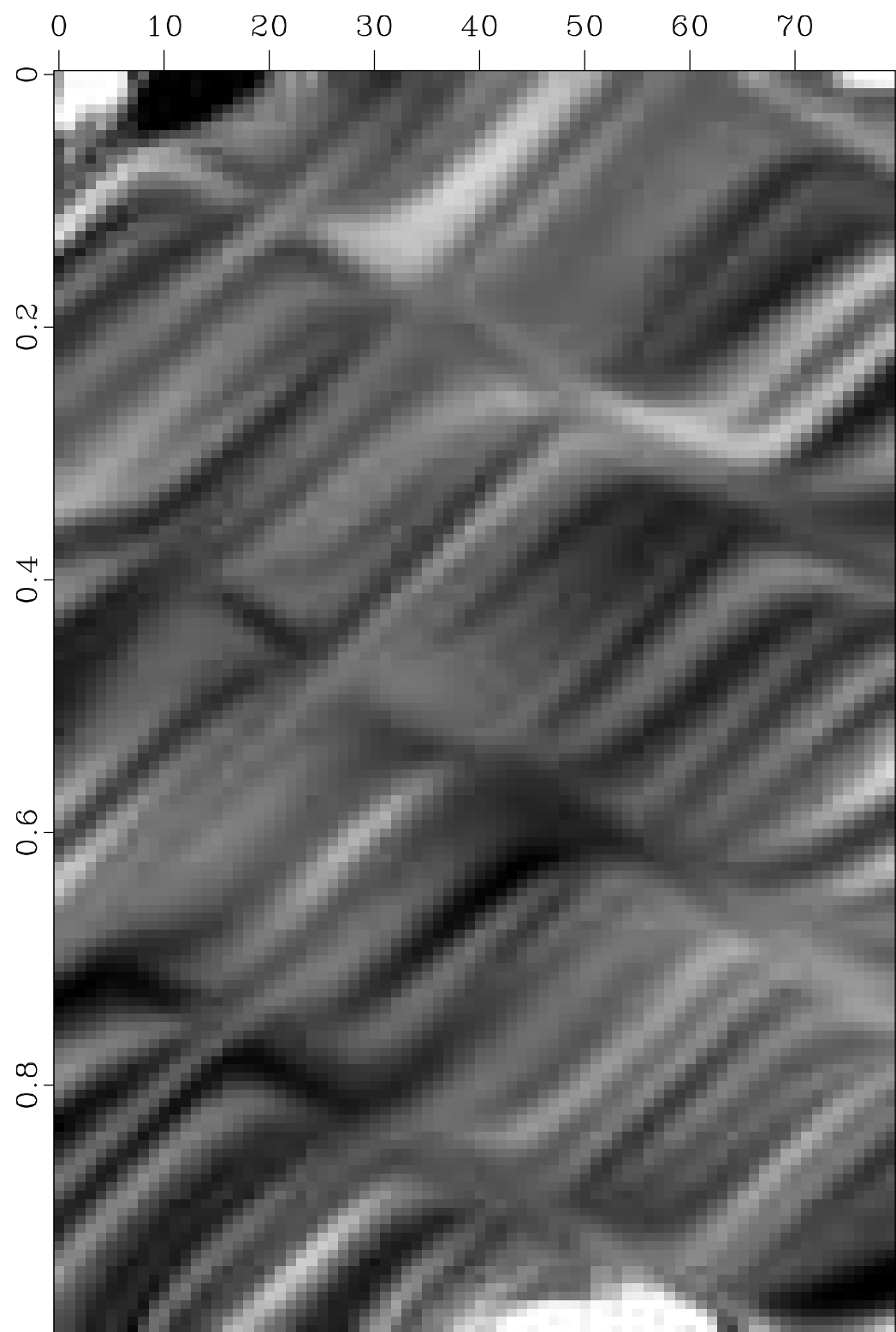


INPUT



TEXTURE