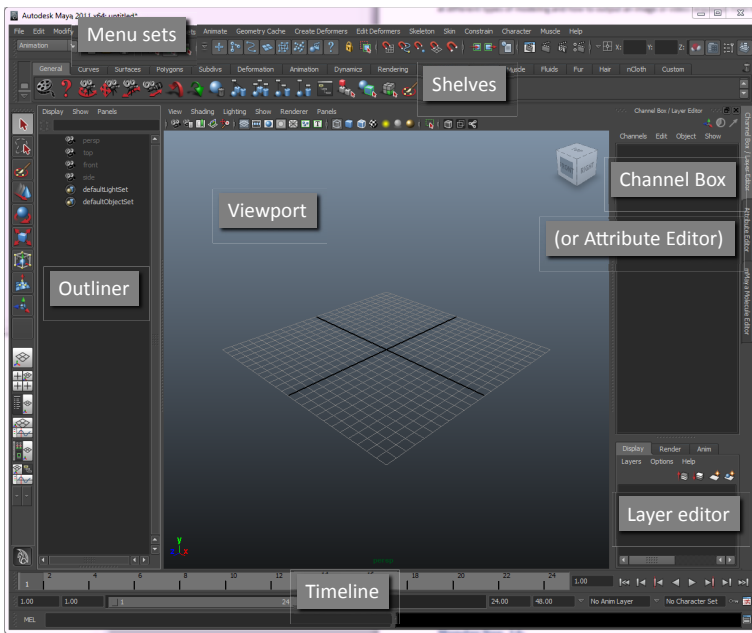
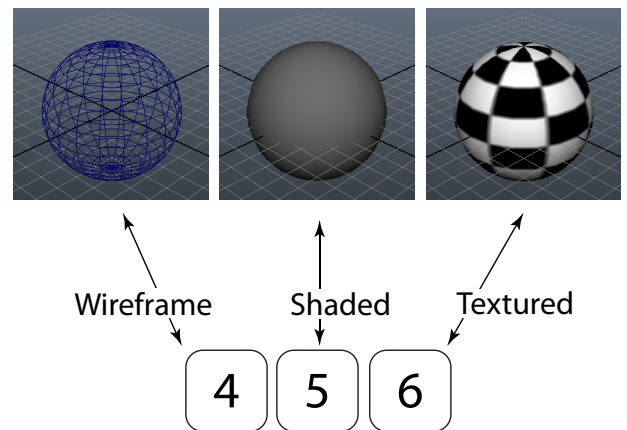


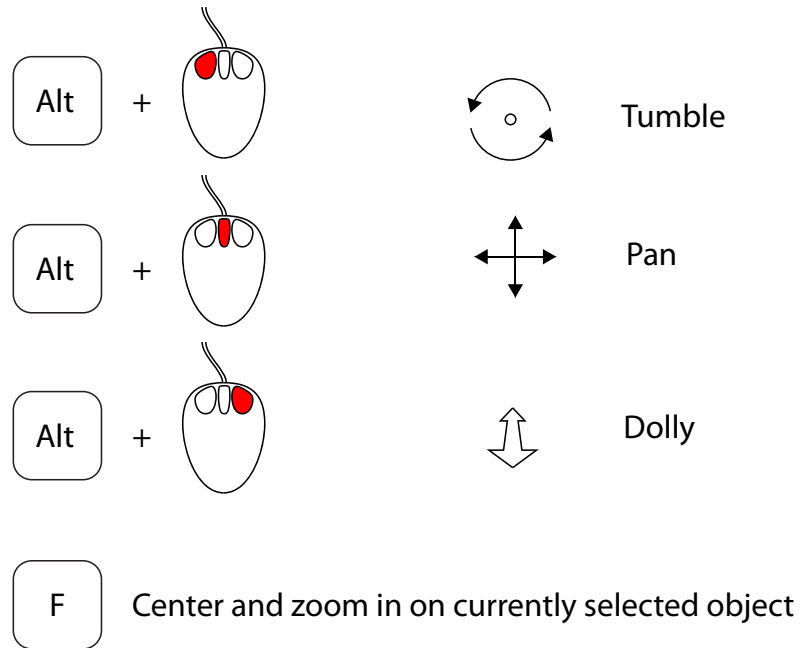
Interface:



Shading modes:



Moving the camera:



Manipulating objects:

