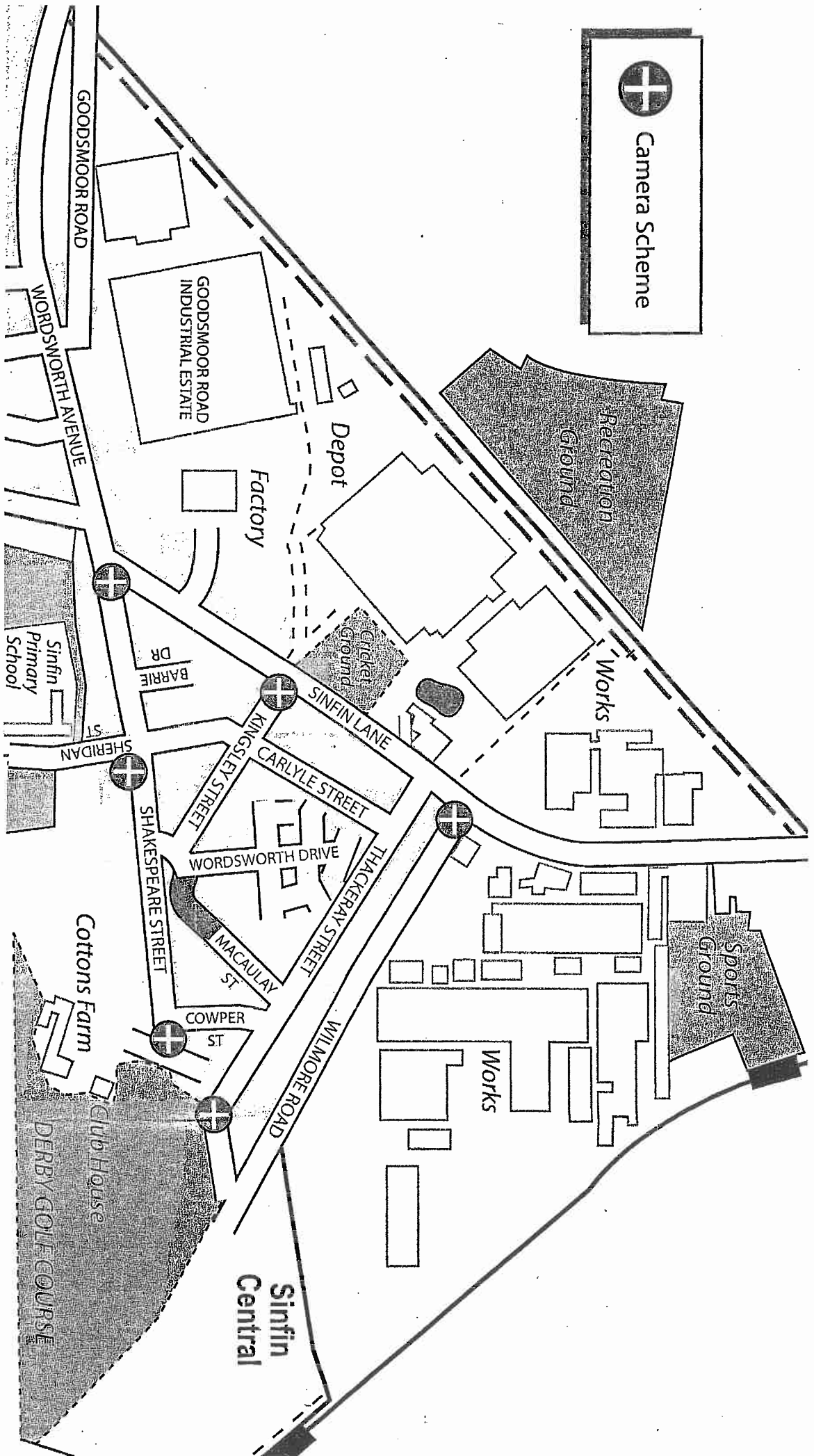




Camera Scheme





Camera Scheme

