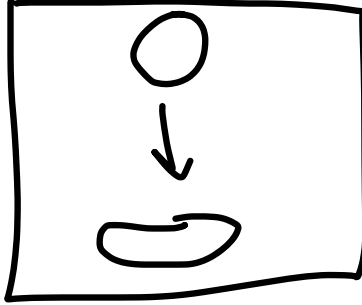


hmm...



ANIMATOR