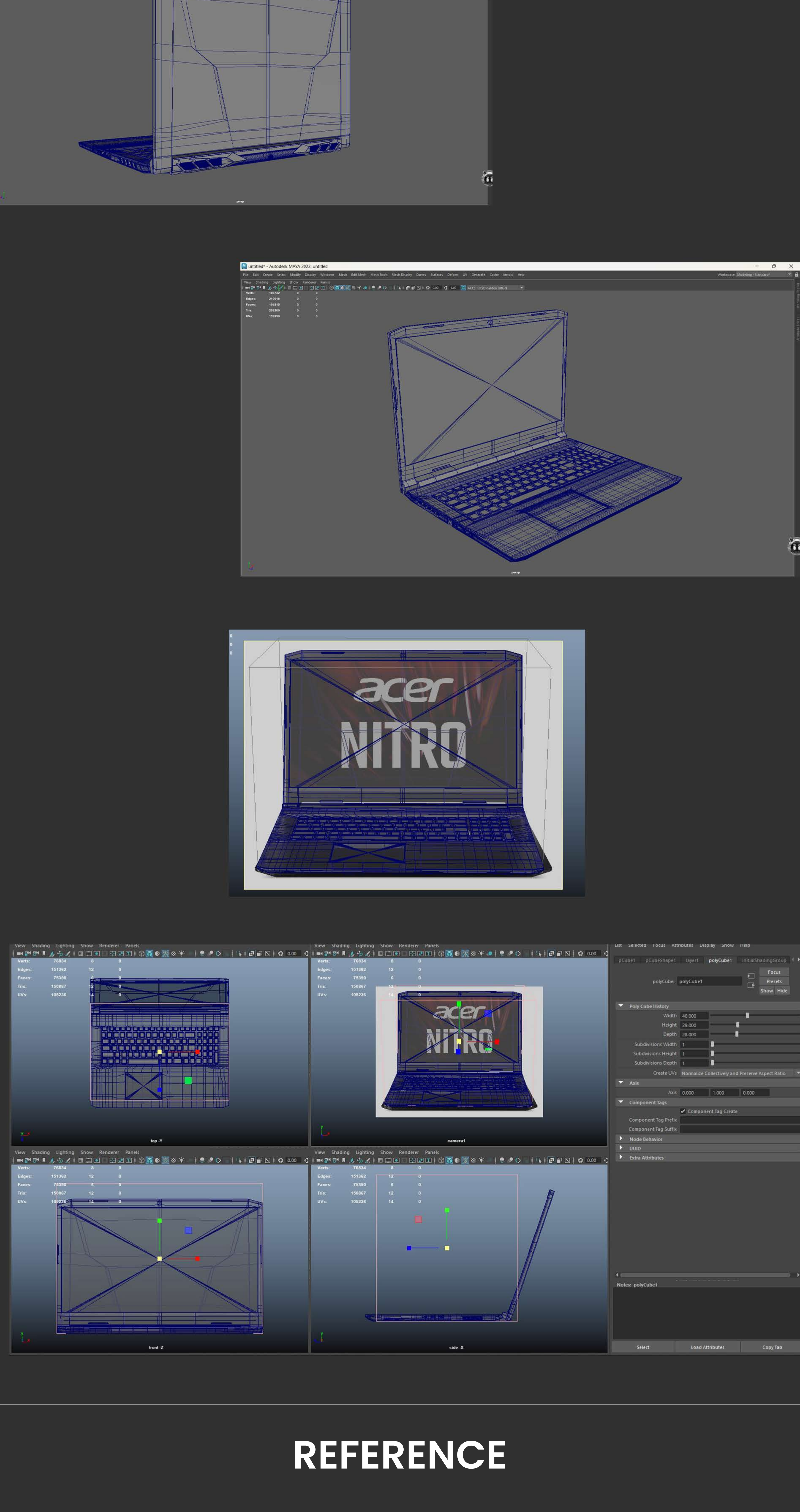


FINAL RENDER



WIREFRAME



REFERENCE



SUBSTANCE PAINTER TEXTURE/UV

