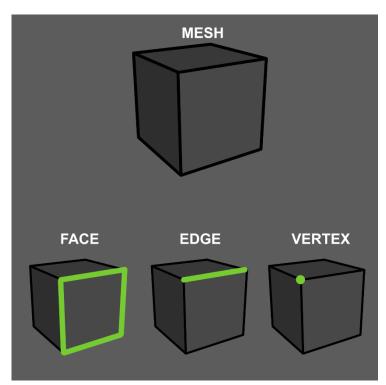
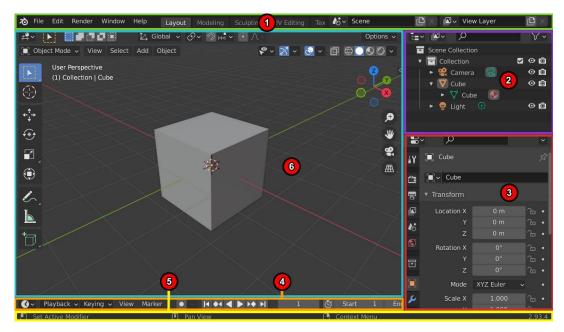
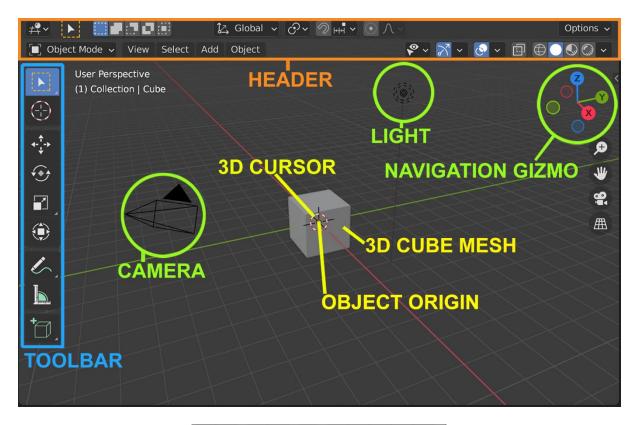
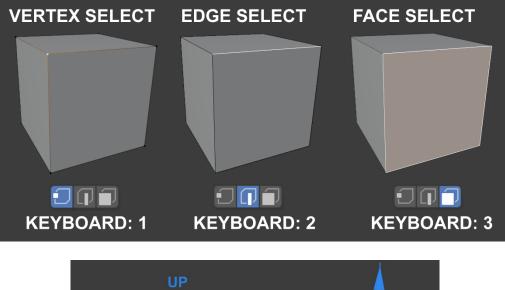
Chapter 1: Introduction to Blender's 3D Modeling and Sculpting Tools



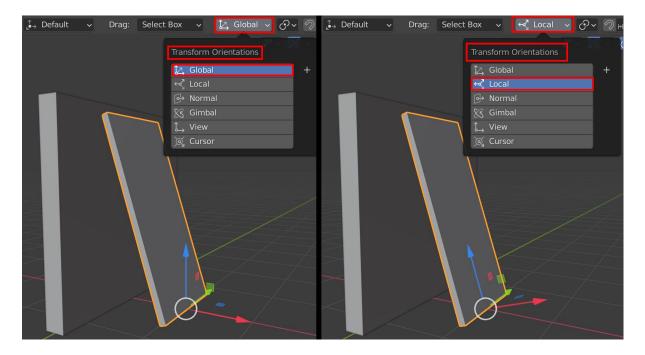


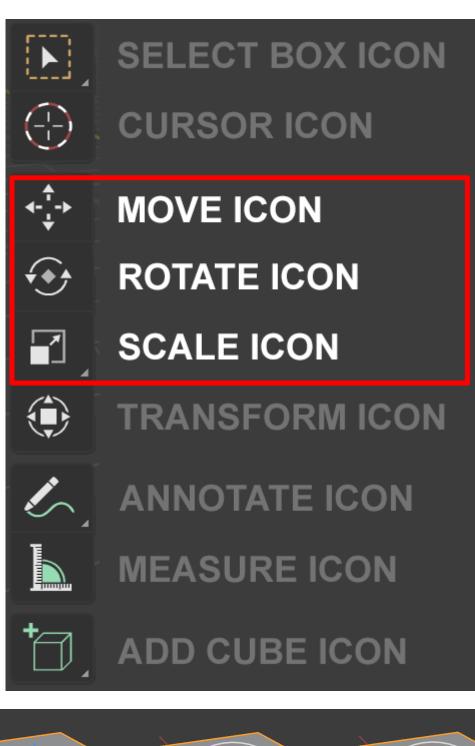


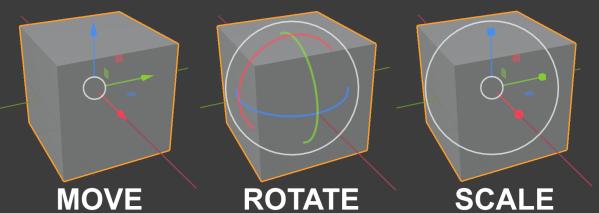
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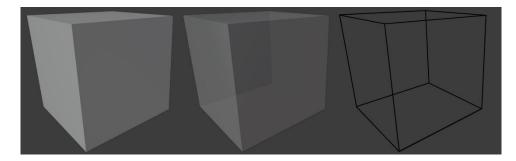


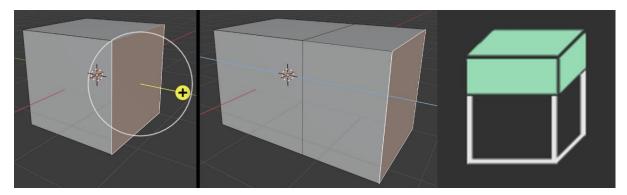


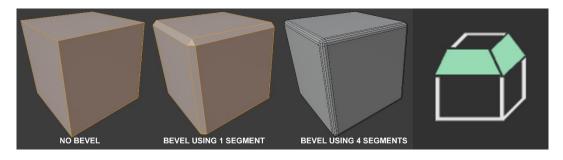


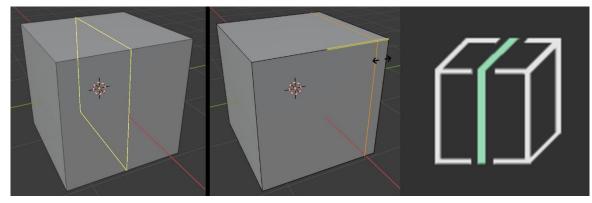


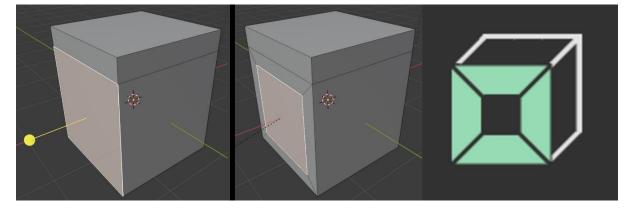


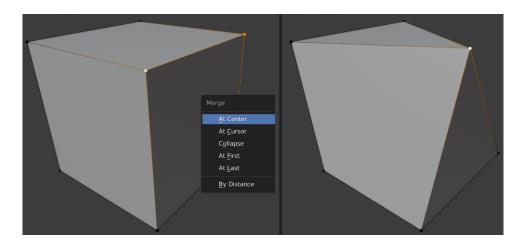


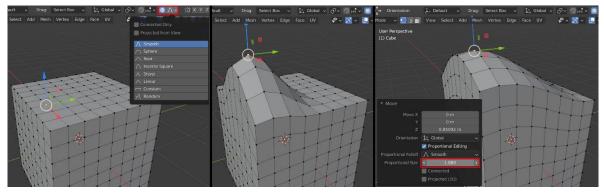




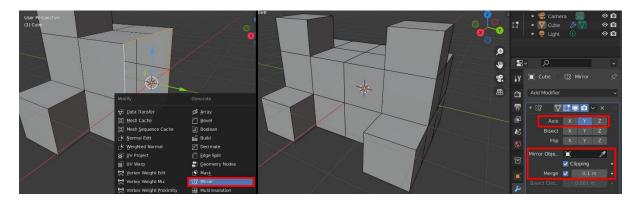


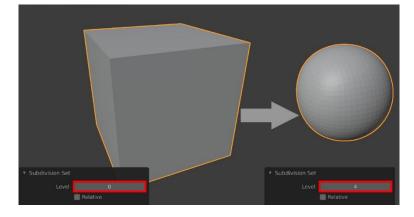


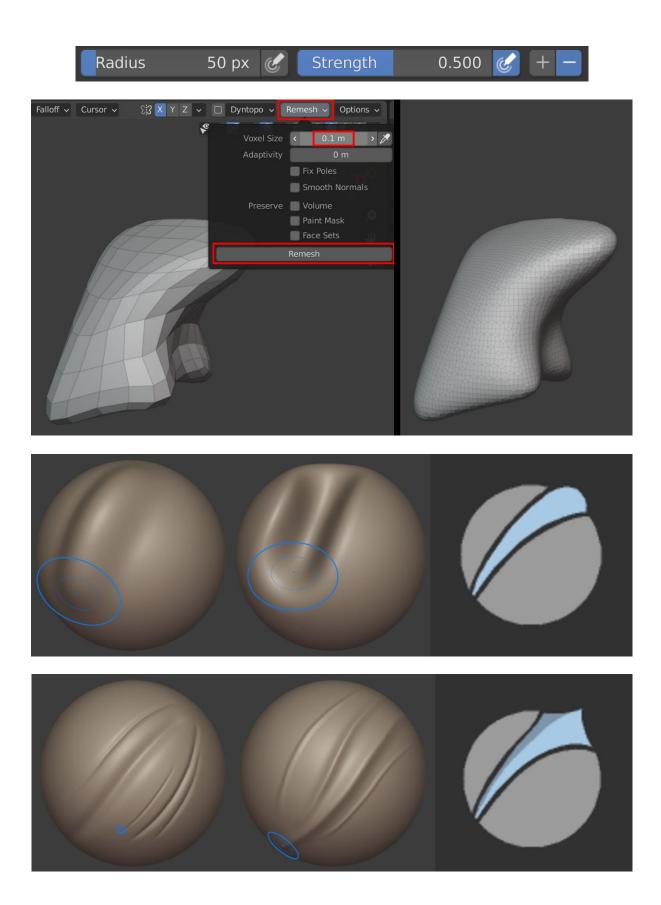


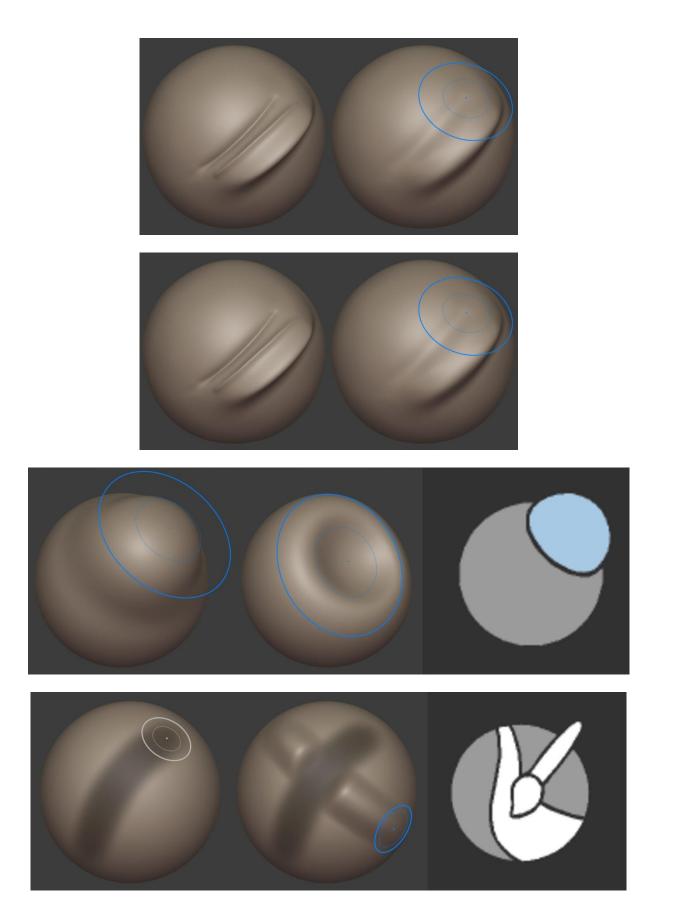


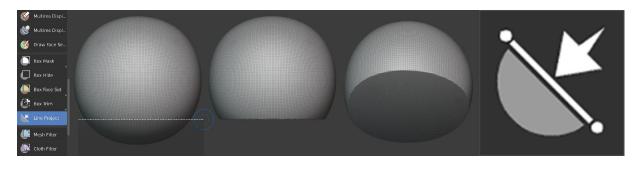








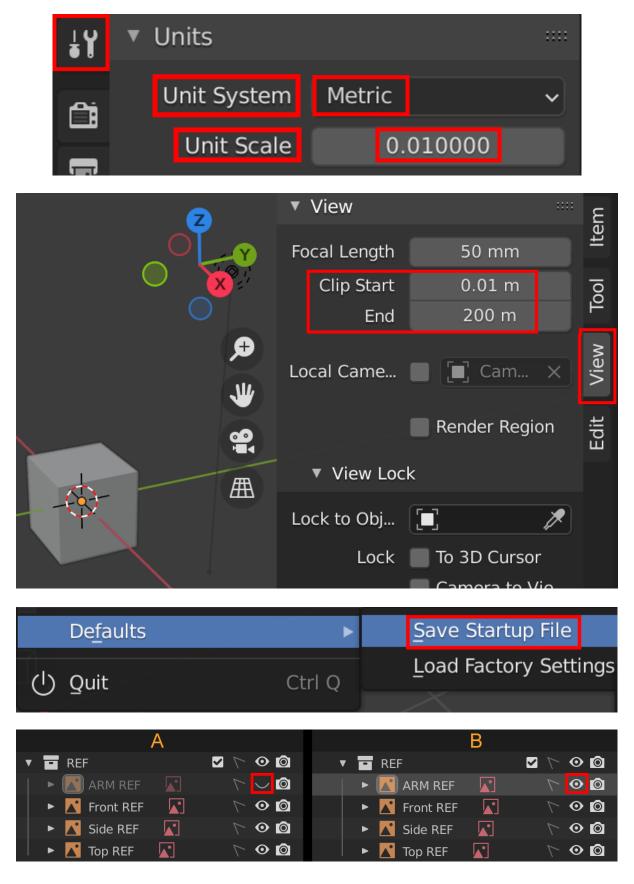




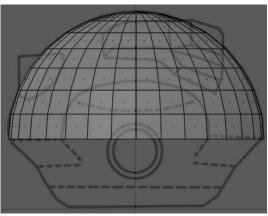


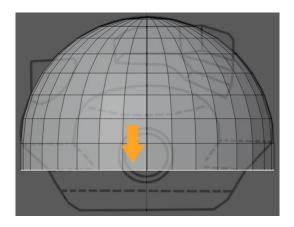


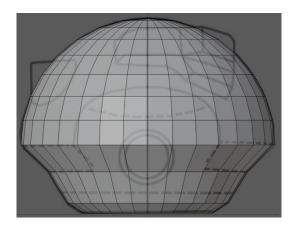
Chapter 2: Modeling a Robot Drone Character

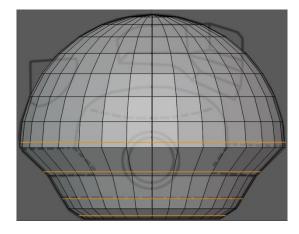


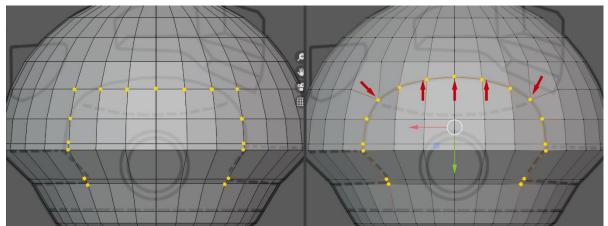


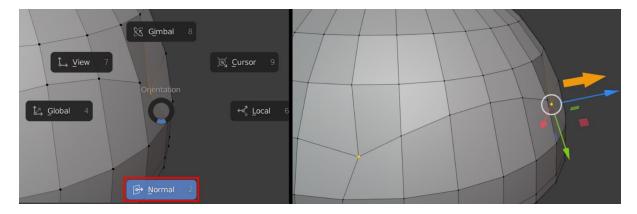


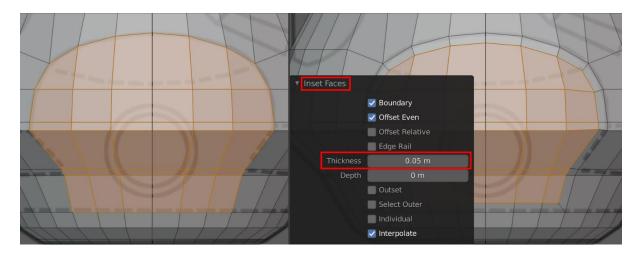


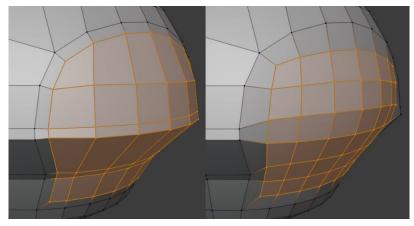


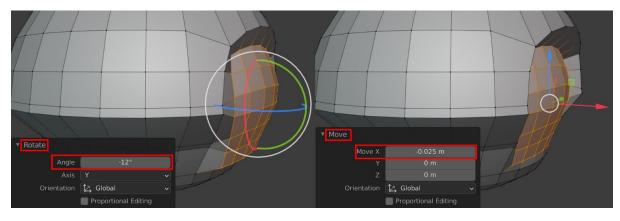


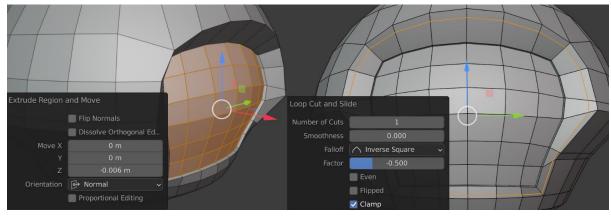




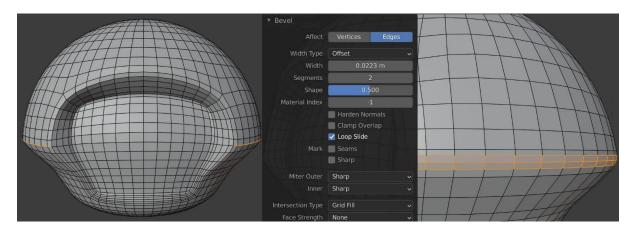


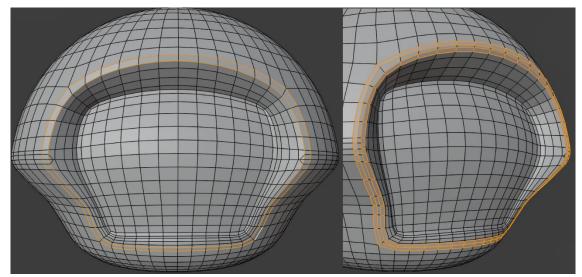


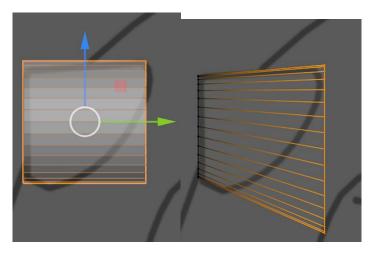


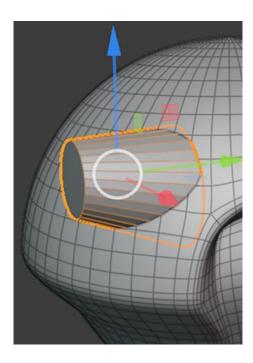


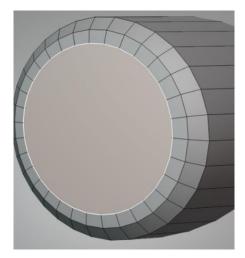
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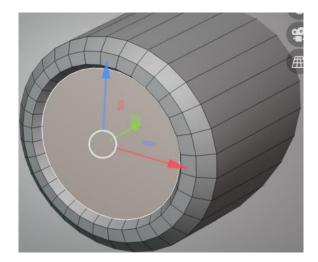


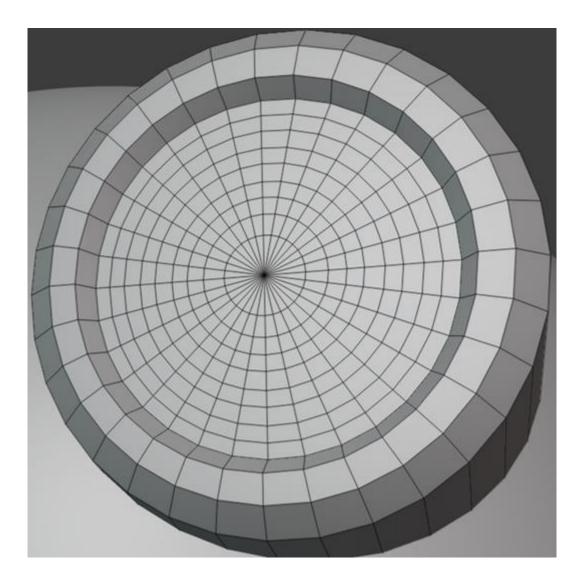


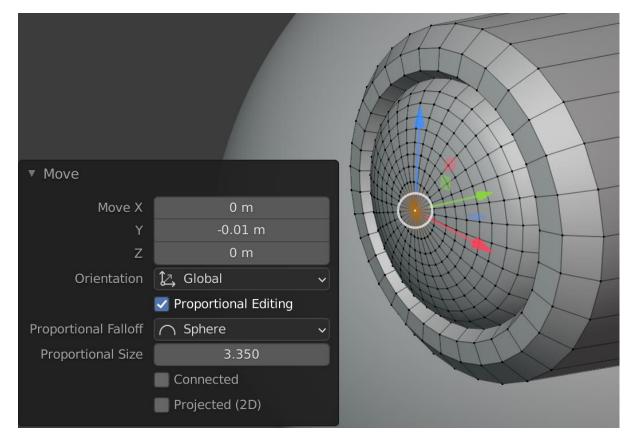


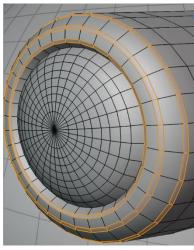


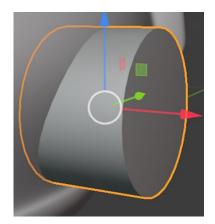


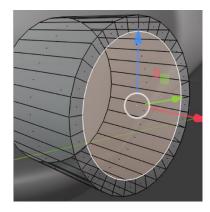


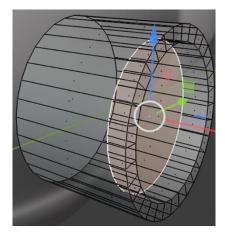


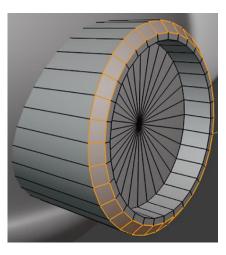


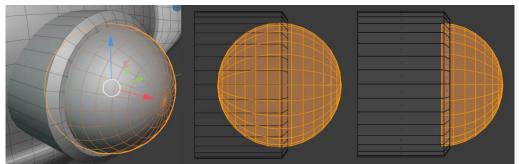


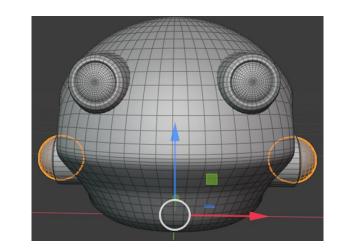


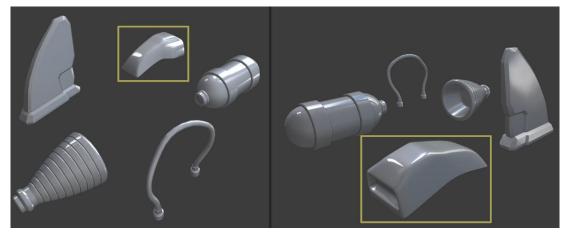


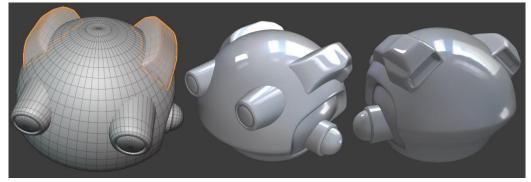


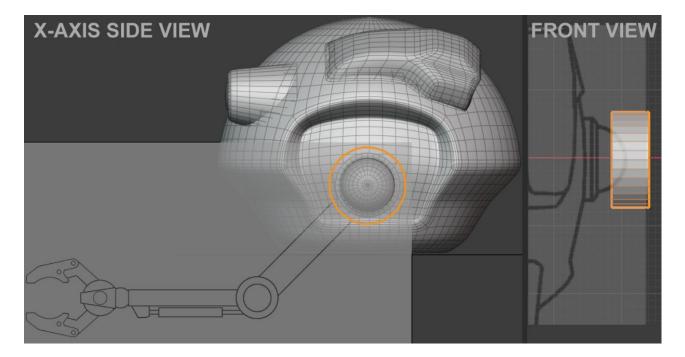


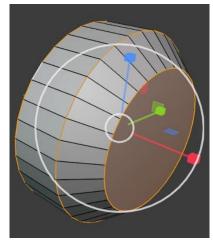


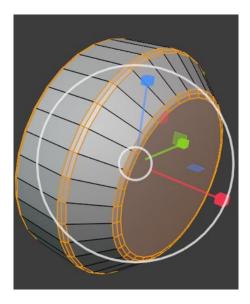




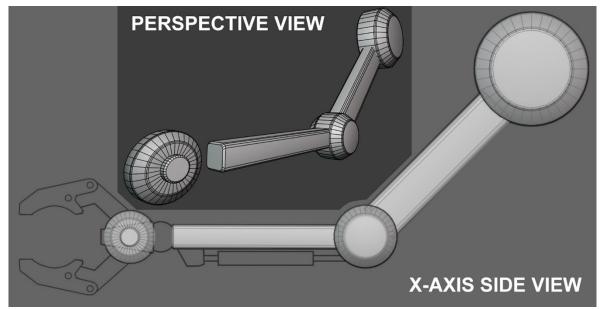


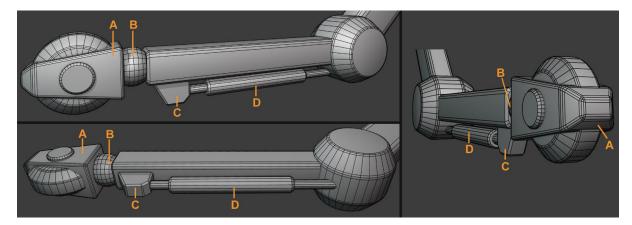


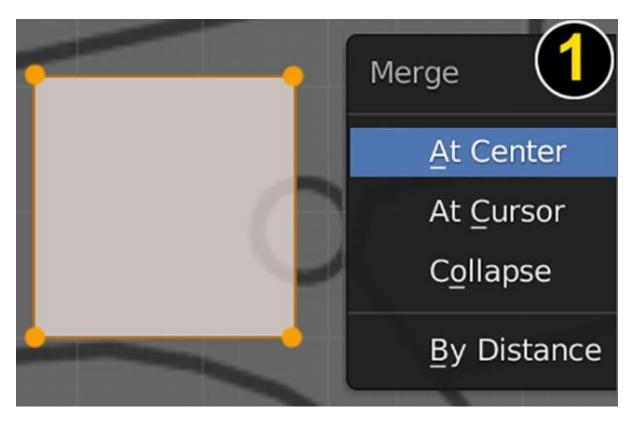




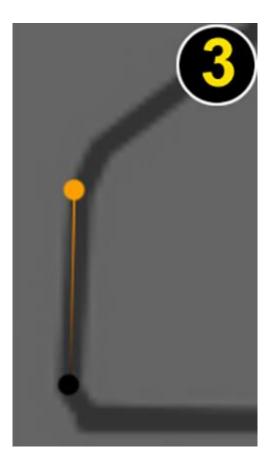


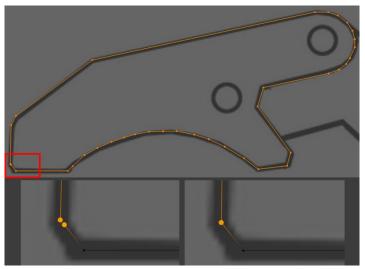


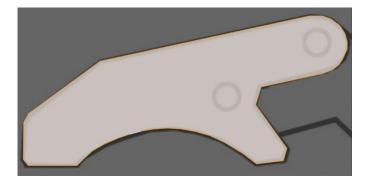


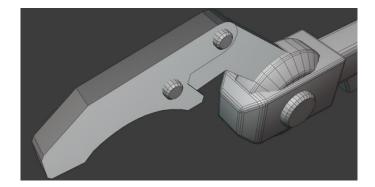


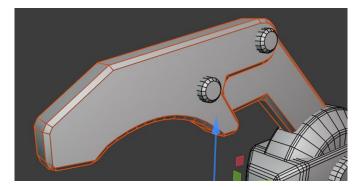


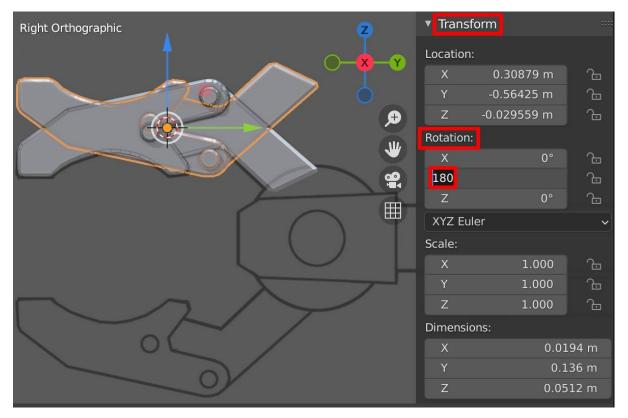


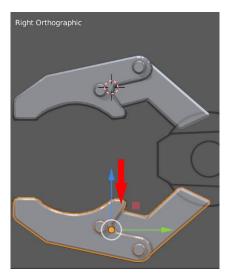


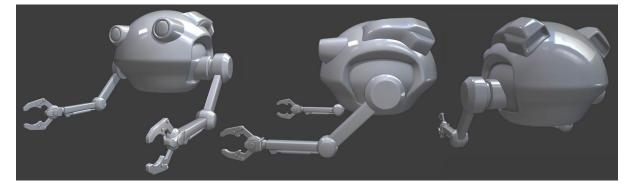




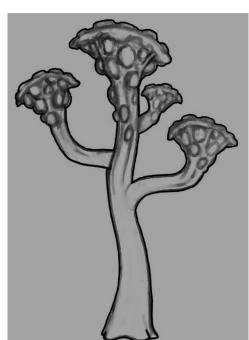




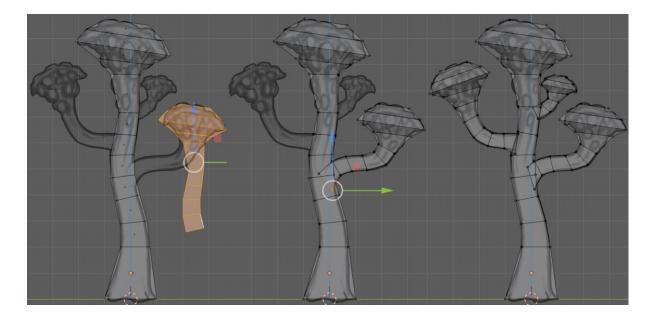


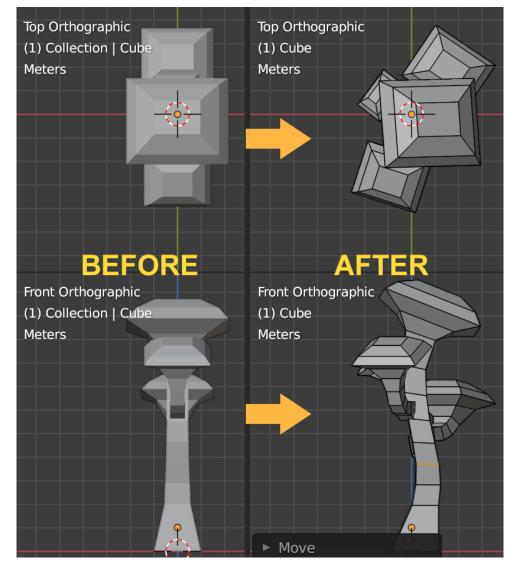


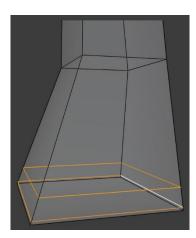
Chapter 3: Let's Sculpt an Alien Plant!

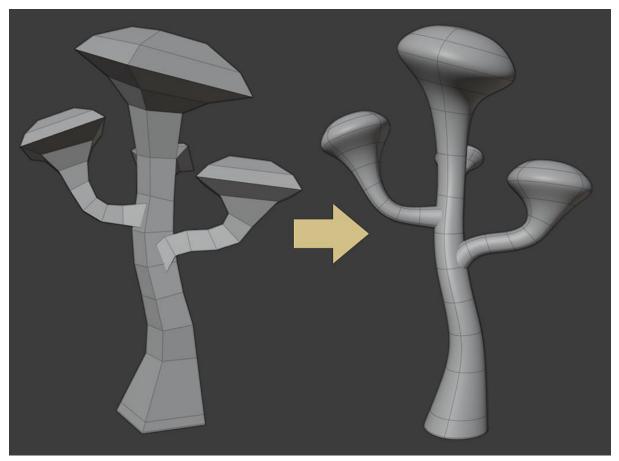


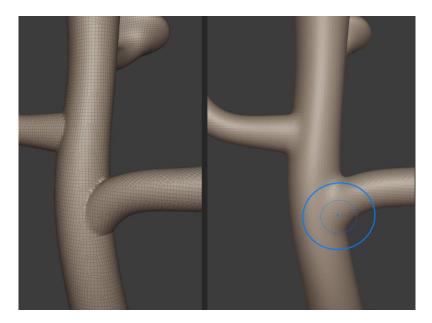


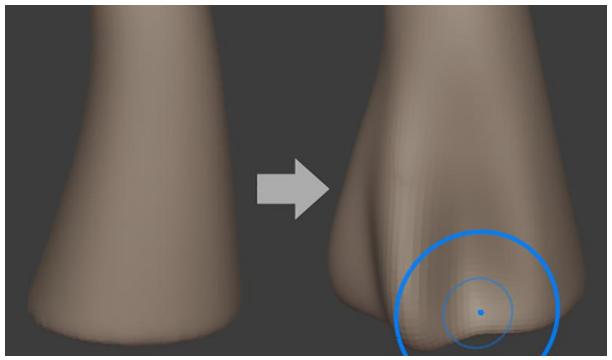


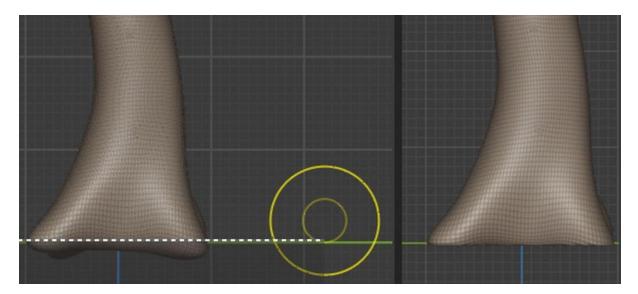








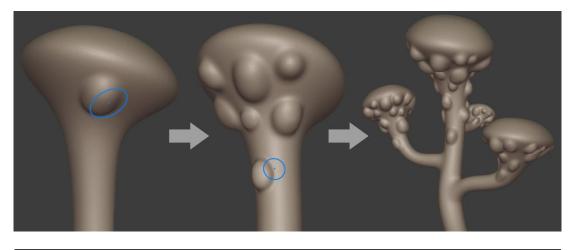


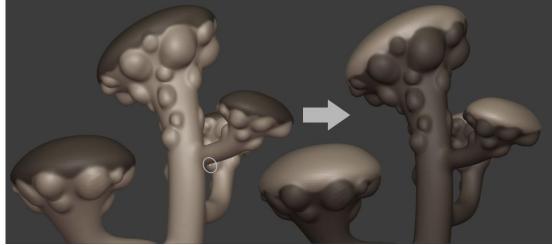


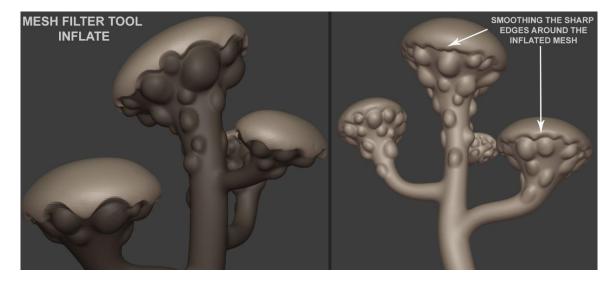


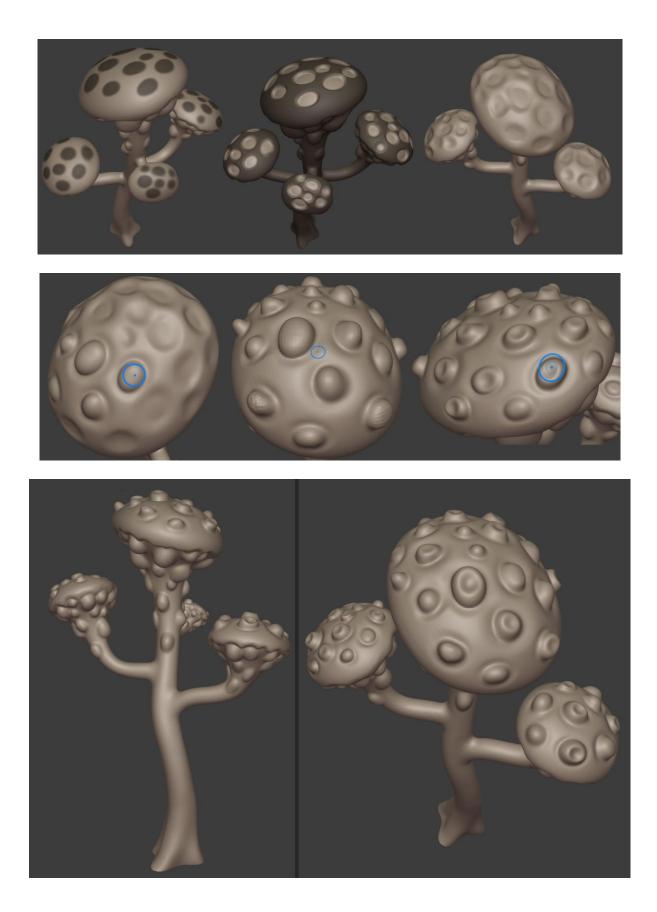


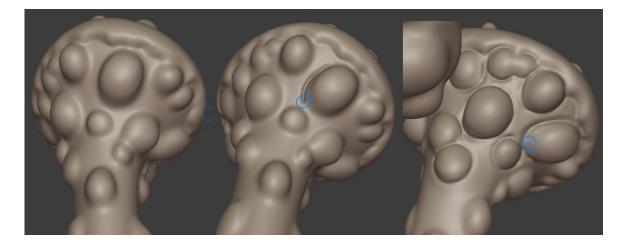


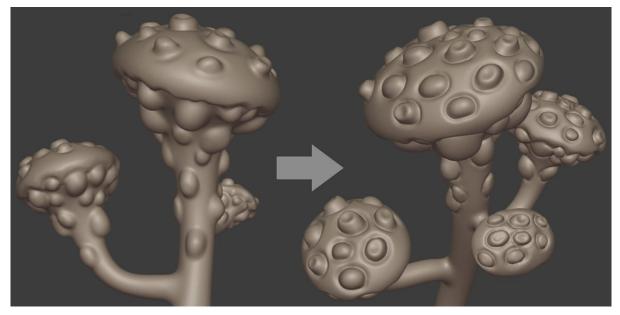


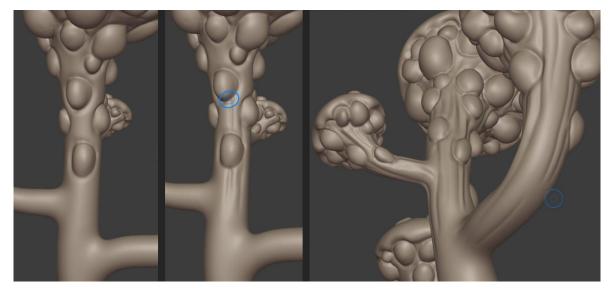






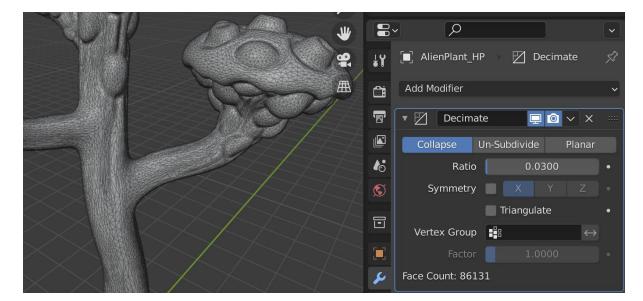


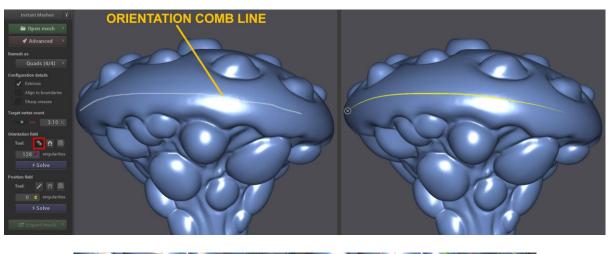


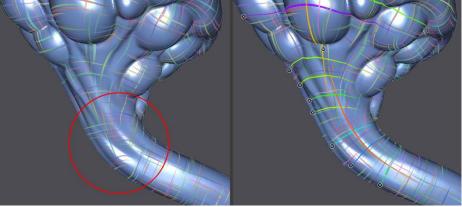


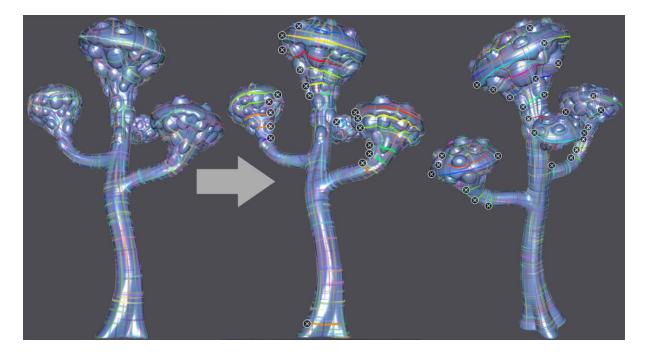


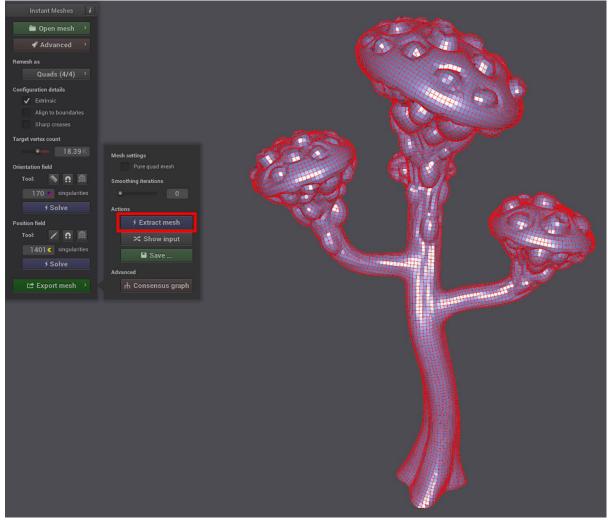
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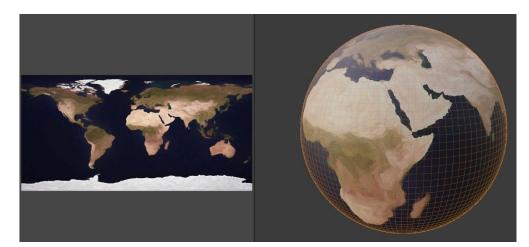


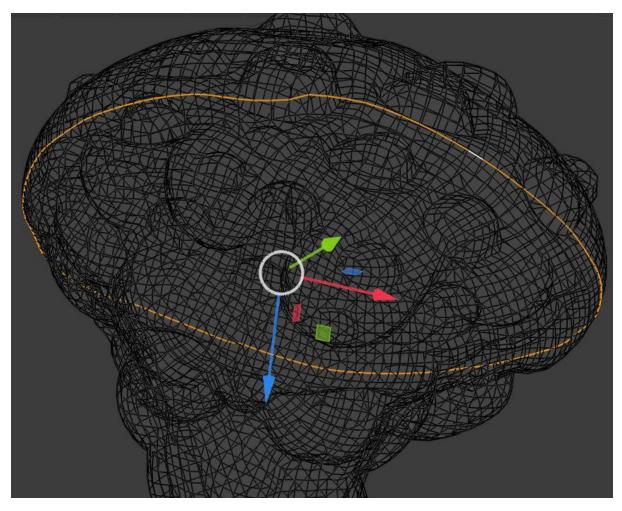




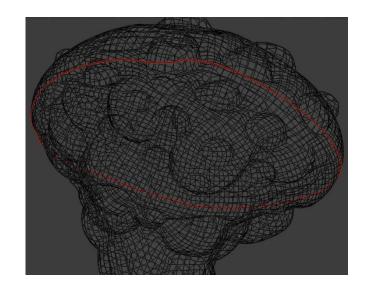


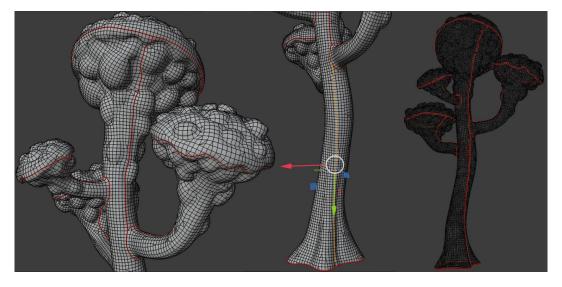
Chapter 4: UV Maps and Texture Baking

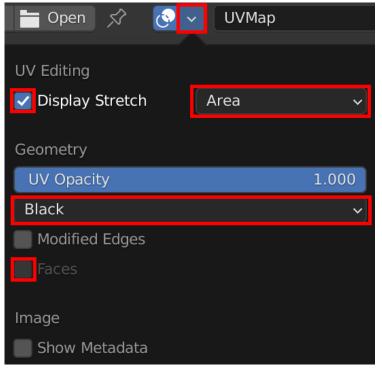


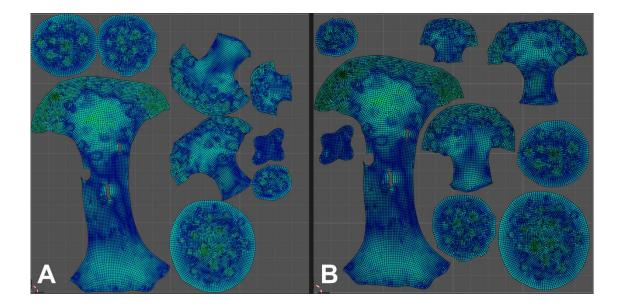


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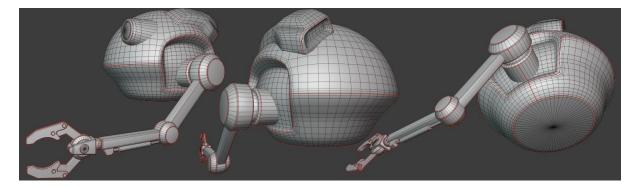


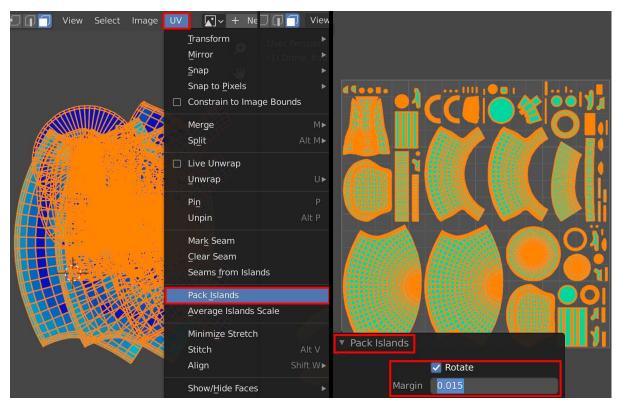


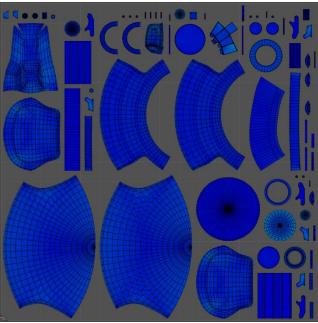


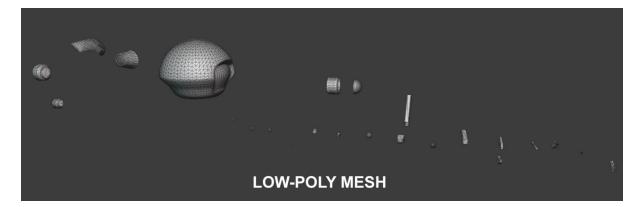


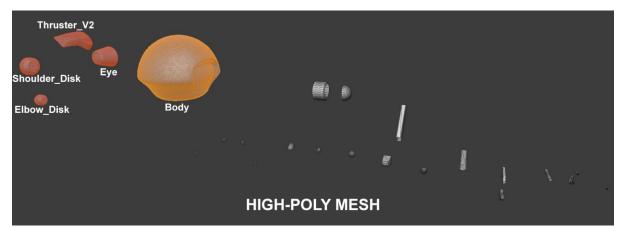
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Direction map				
Radiosity normal map				
Bake highpoly's vertex colors				
Curvature map				

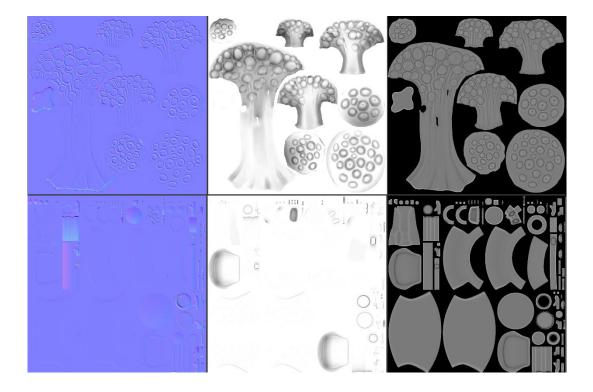
*N Normal map

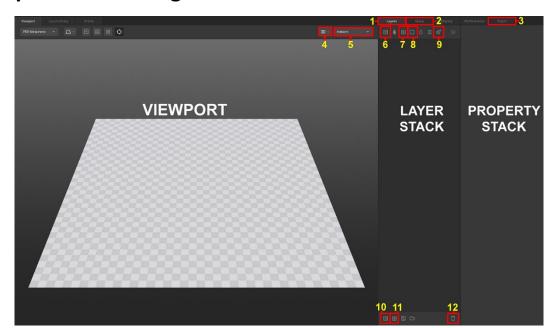
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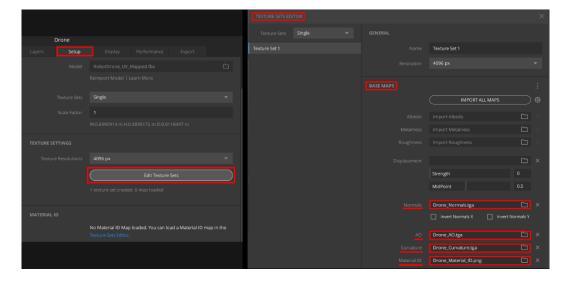
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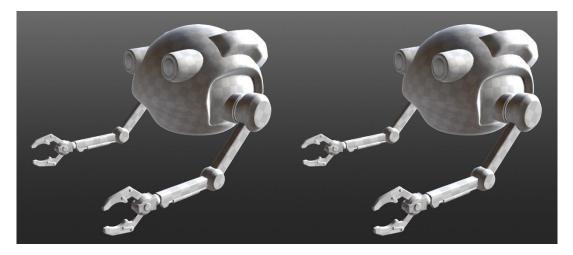




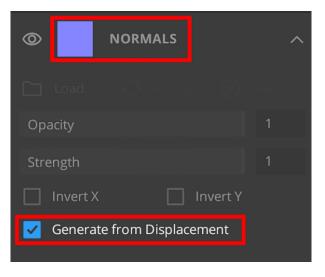
Chapter 5: Texturing Your Models inside Quixel Mixer

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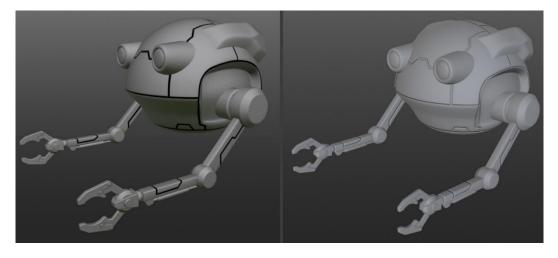


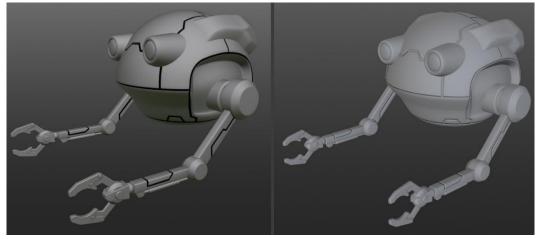


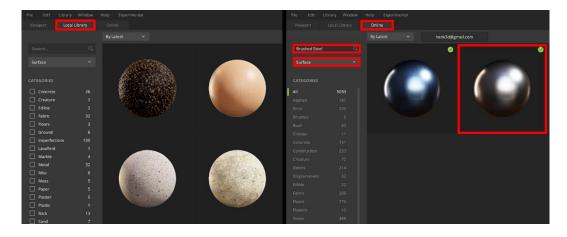
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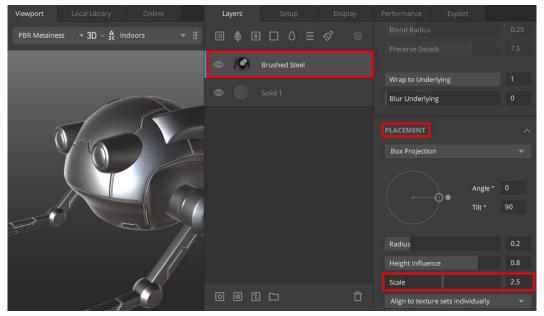


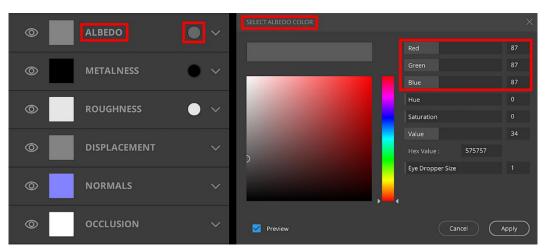
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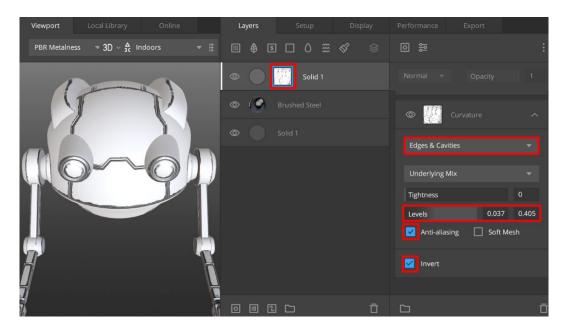




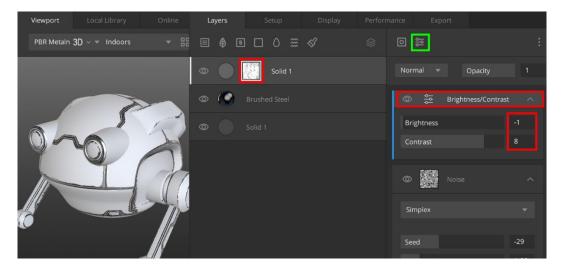


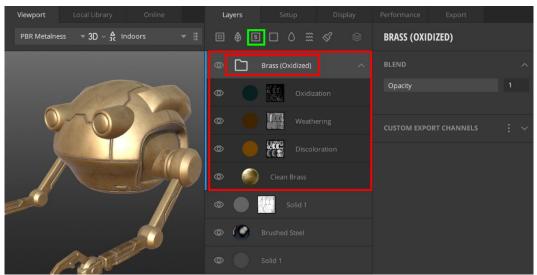


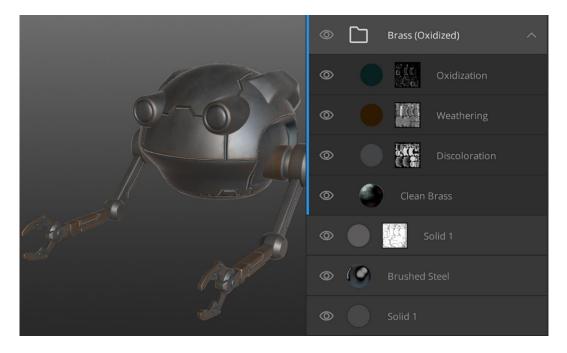
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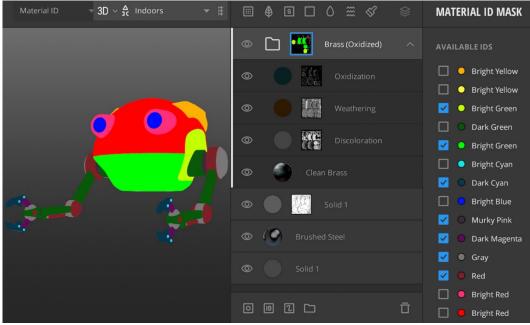


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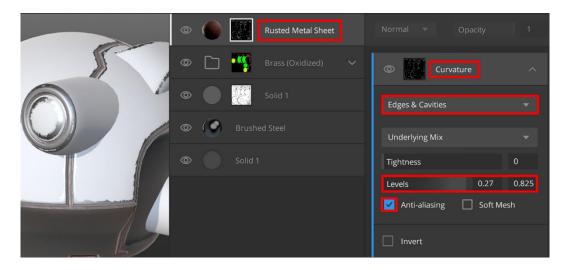


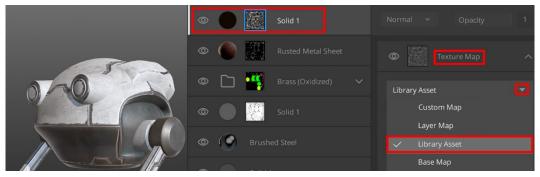




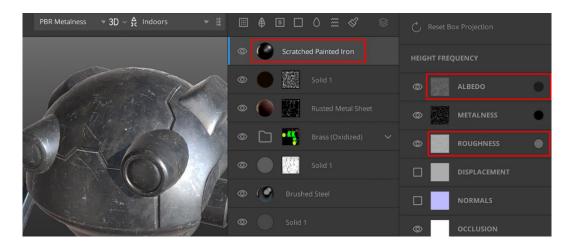


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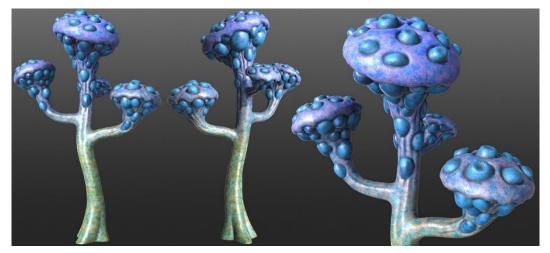


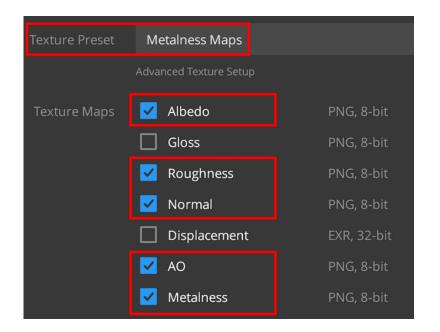


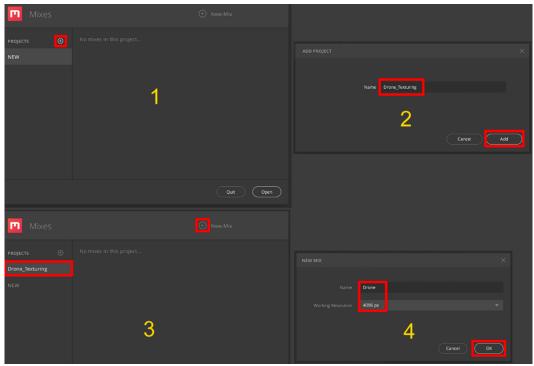




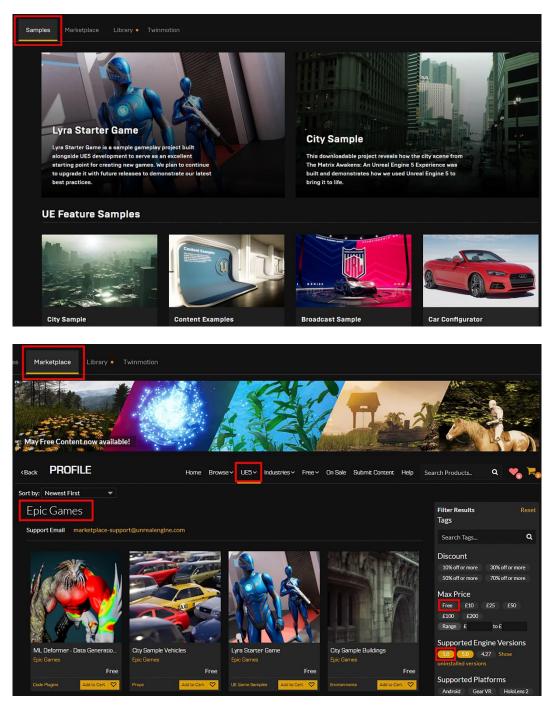


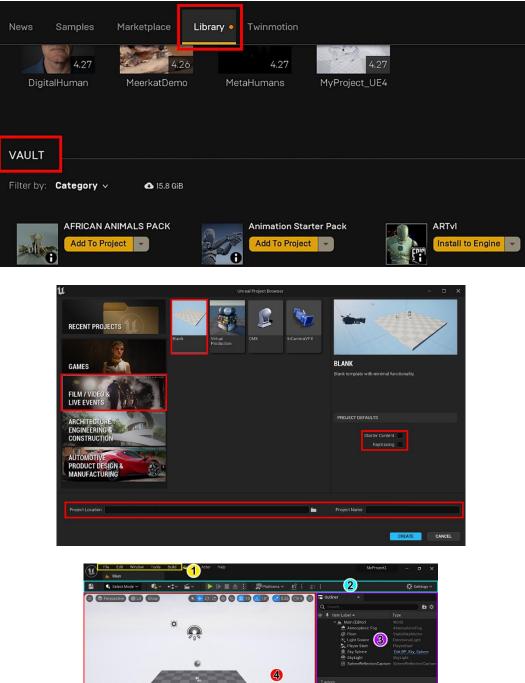


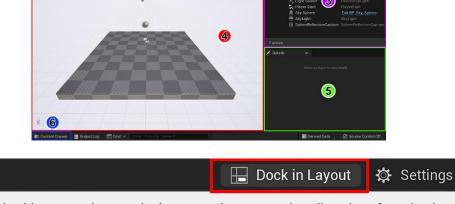




Chapter 6: Exploring Unreal Engine 5

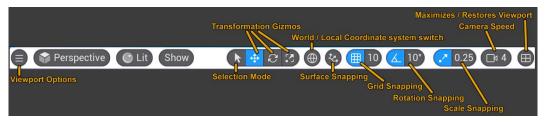




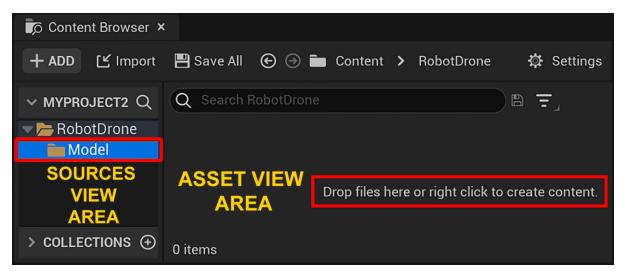


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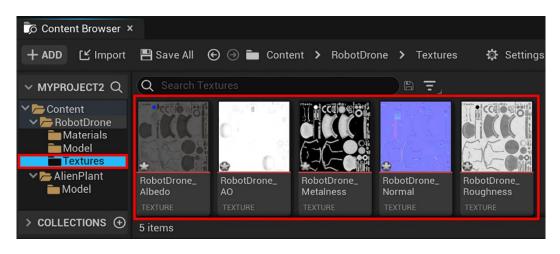




Chapter 7: Setting Up Materials in UE 5



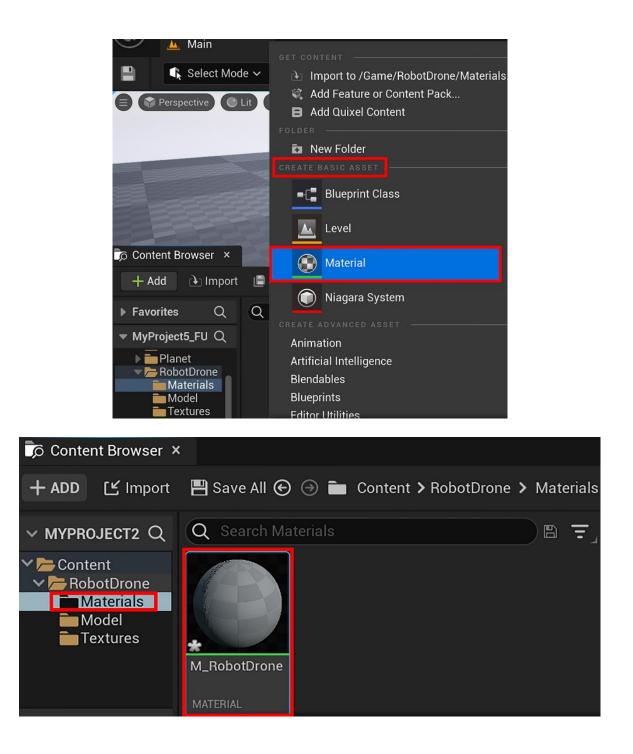
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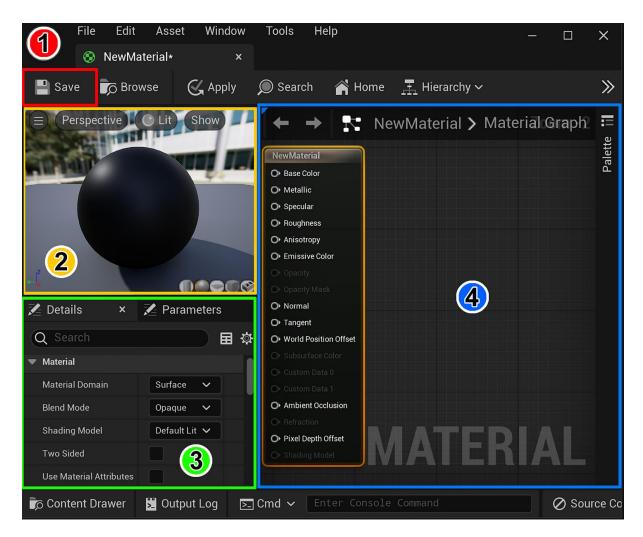


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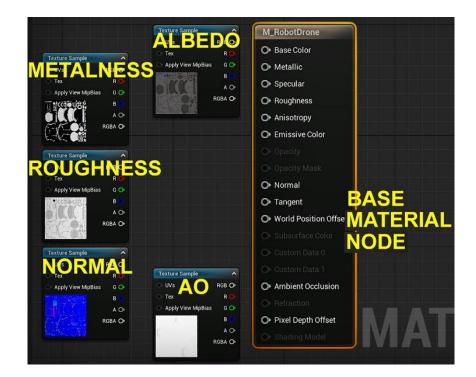
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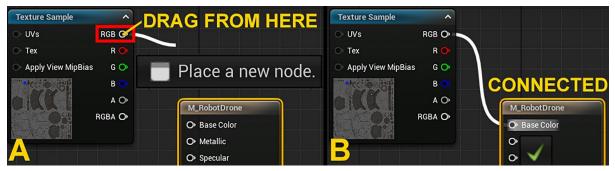
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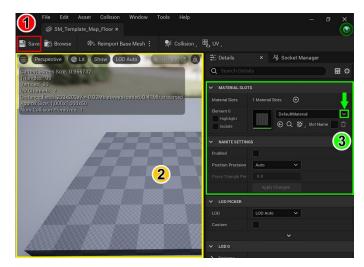




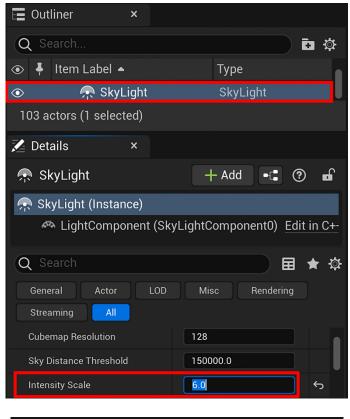
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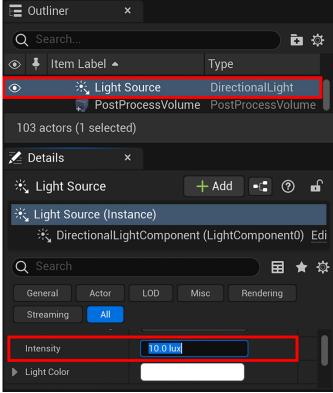






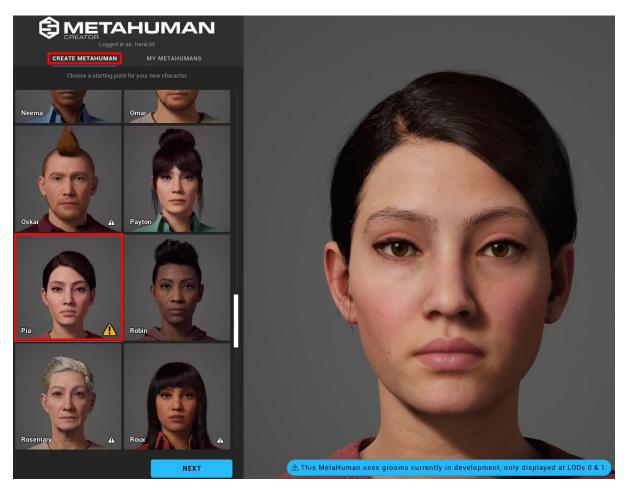
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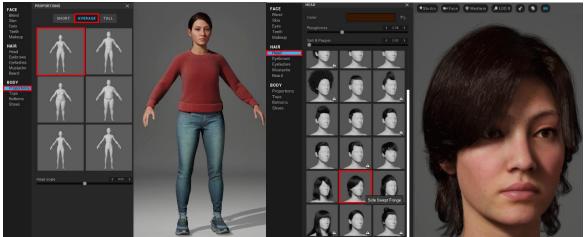


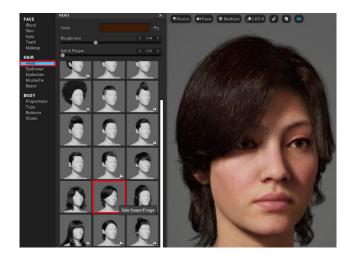


Chapter 8: Using MetaHuman to Create a Photorealistic Human for UE5

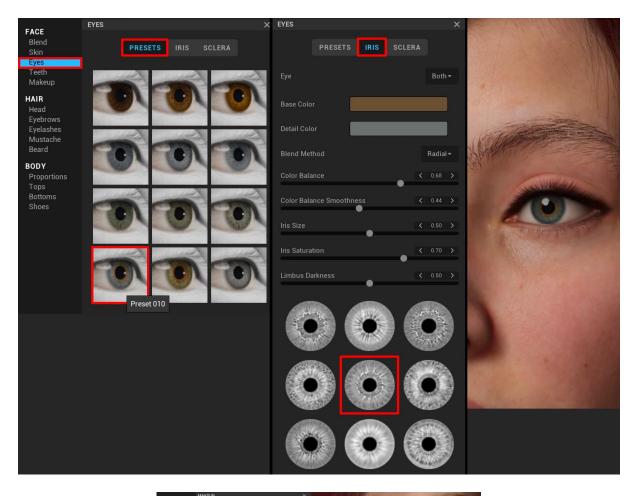




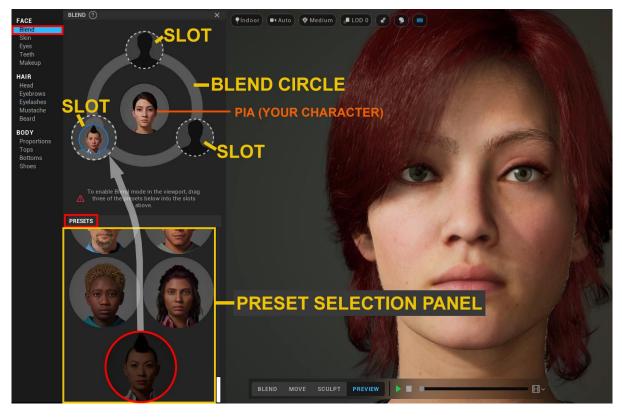




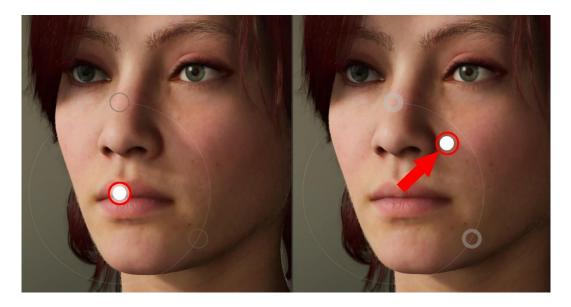
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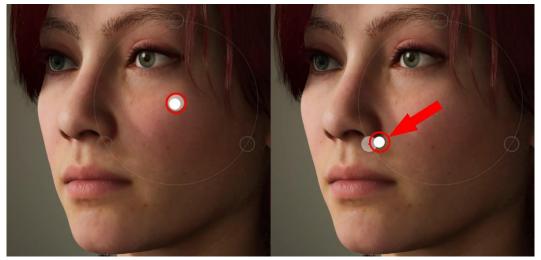


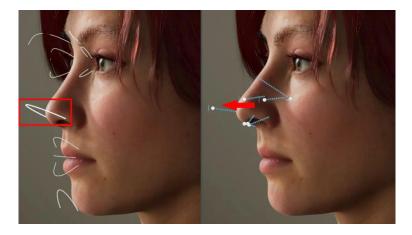




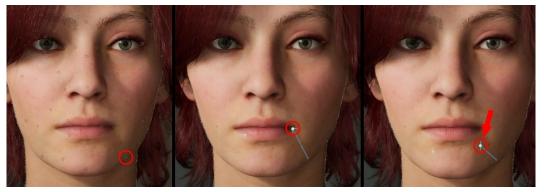












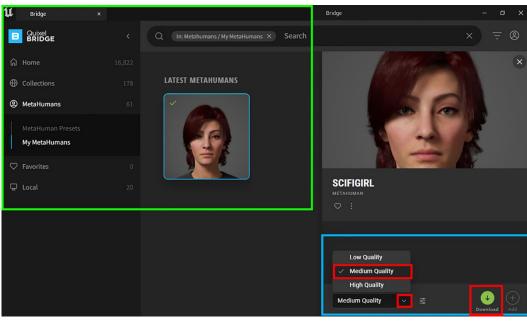


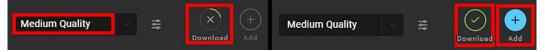




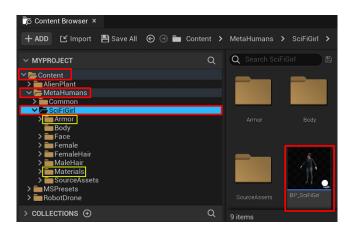








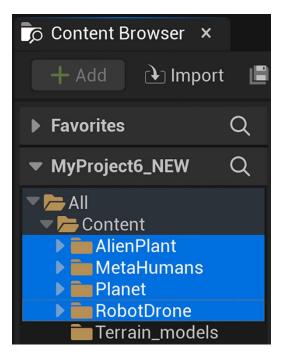
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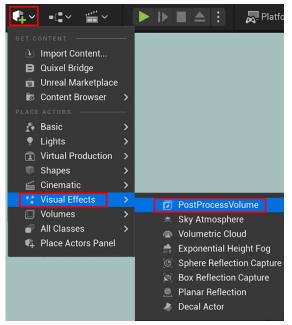


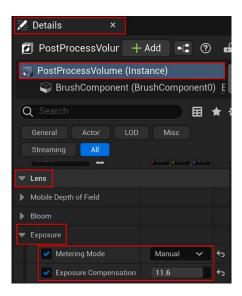
Chapter 9: Let's Build a Virtual 3D Movie Set

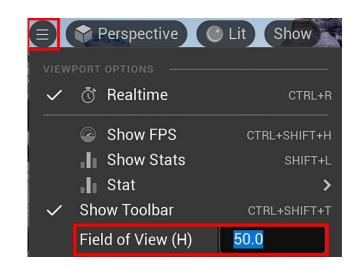


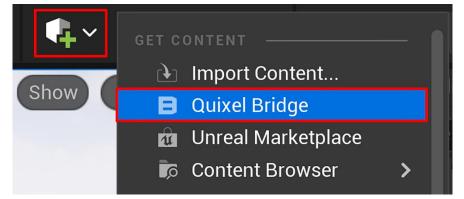
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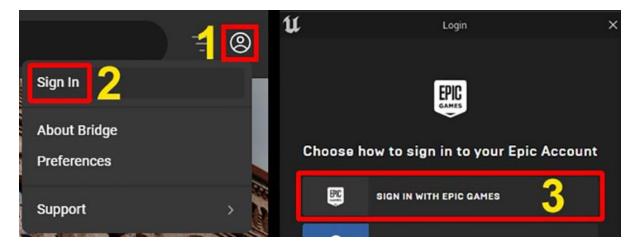


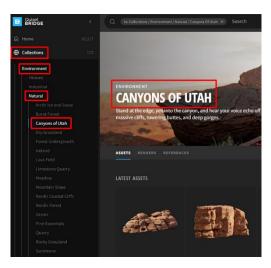


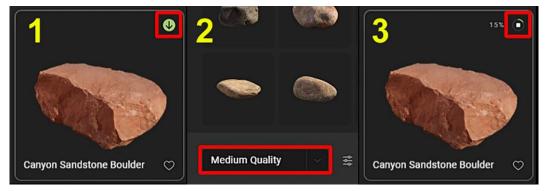




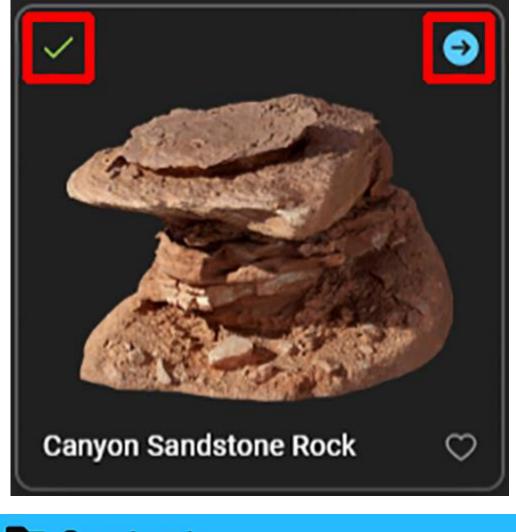






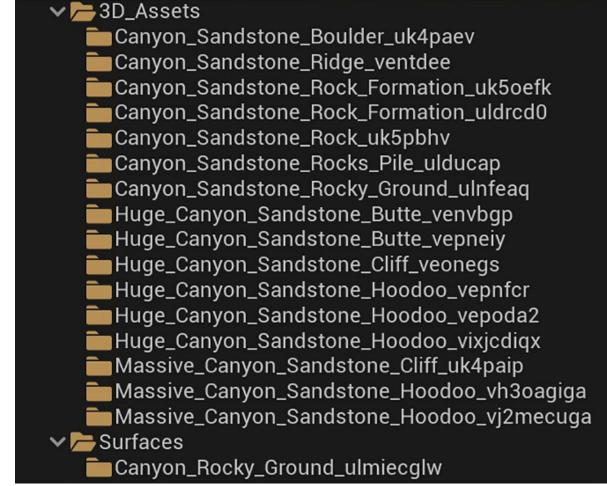




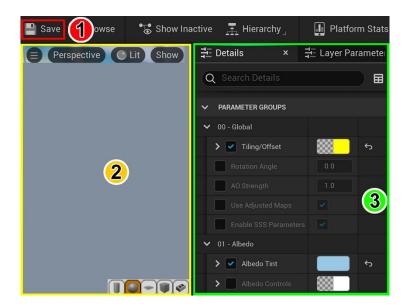


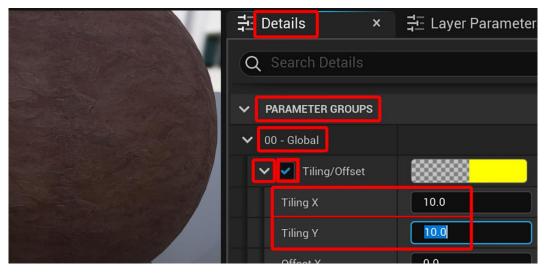


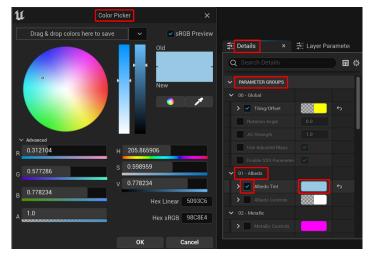
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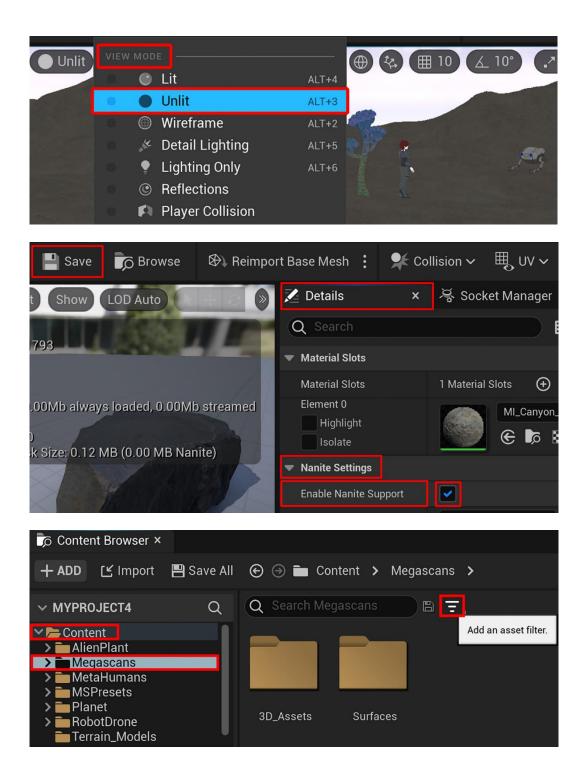


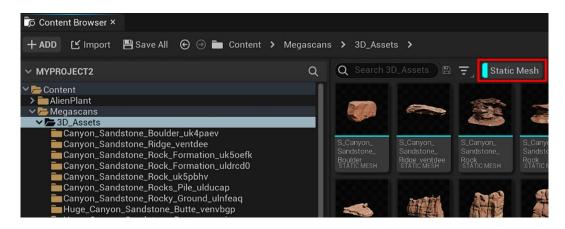


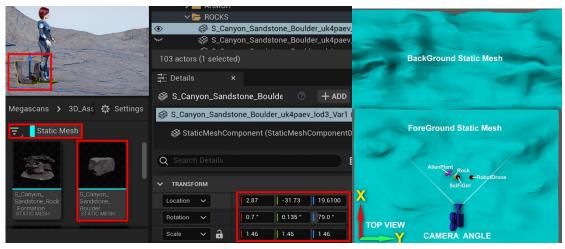




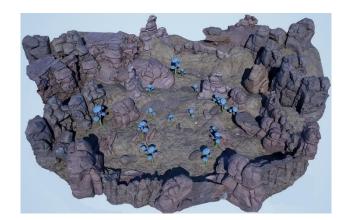














Chapter 10: Adding Lighting and Atmospheric Visual Effects in UE5

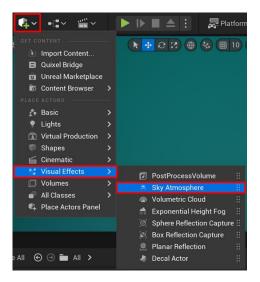


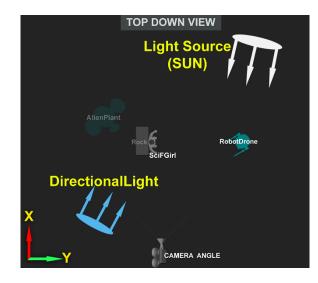


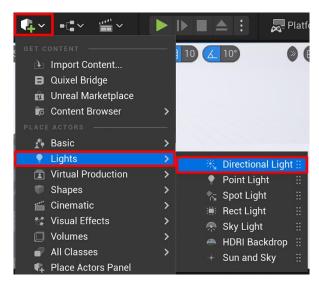




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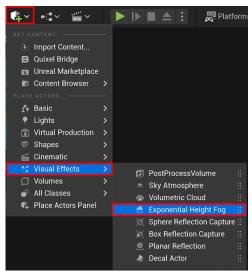








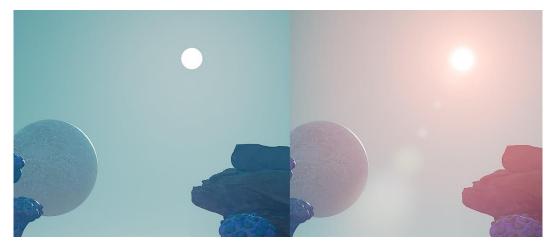














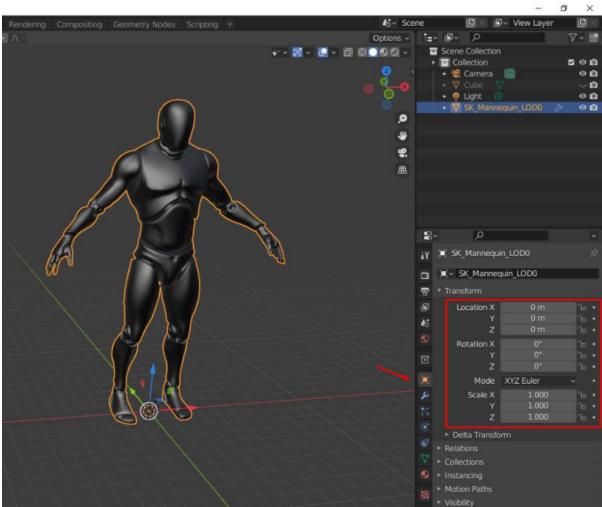


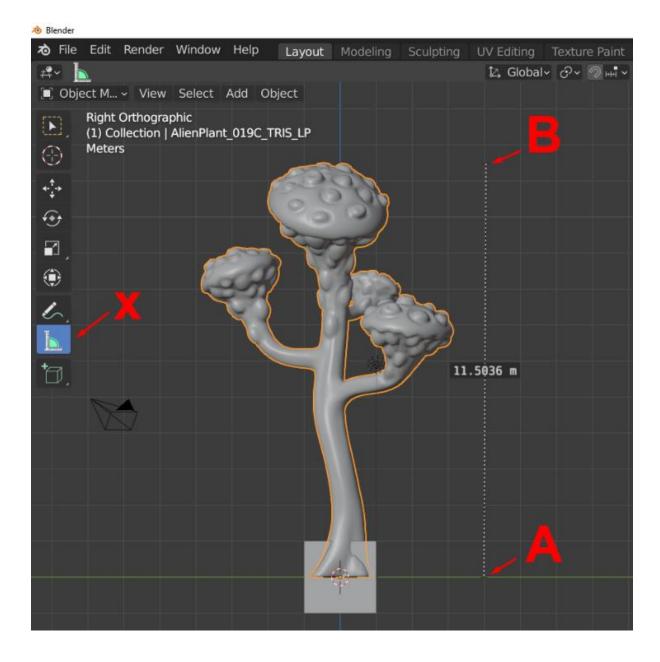
Chapter 11: Alien Plant Joint Setup in Blender

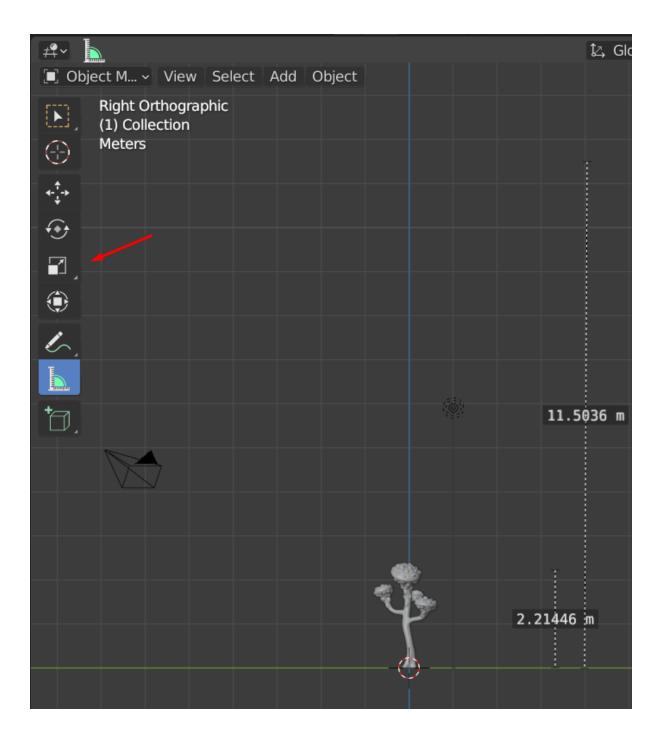
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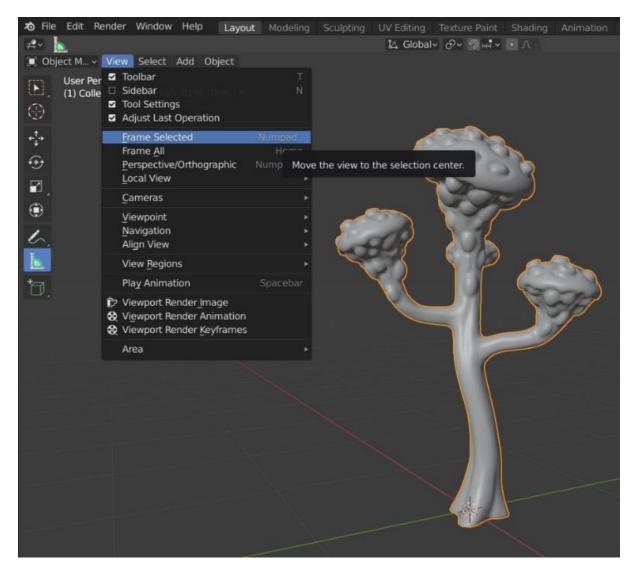
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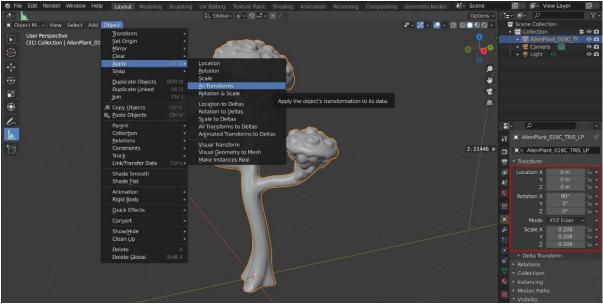


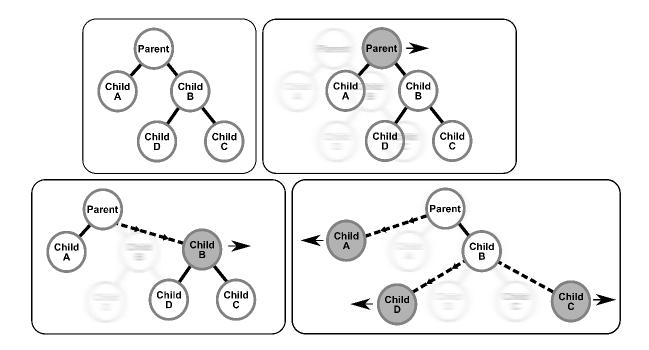


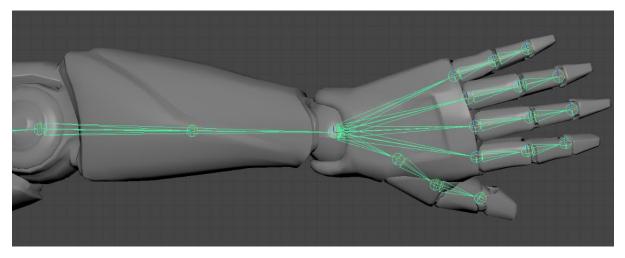






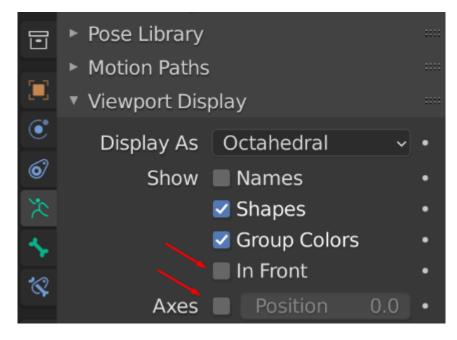




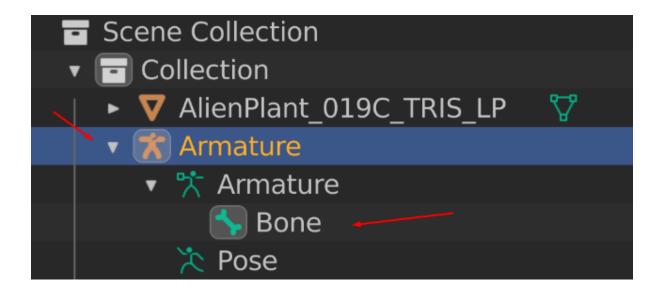


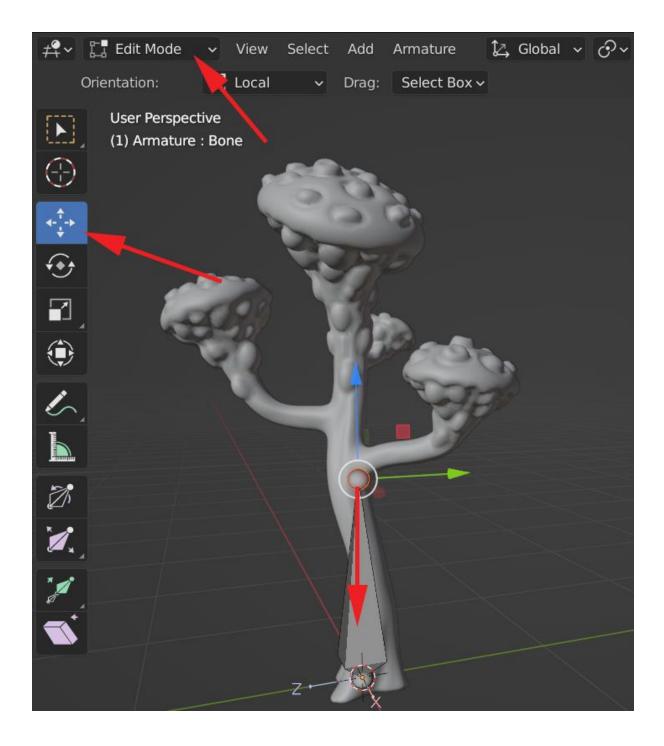


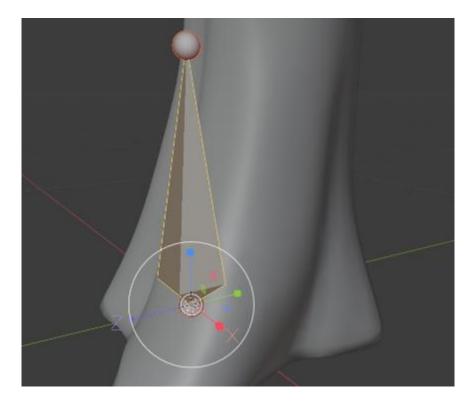
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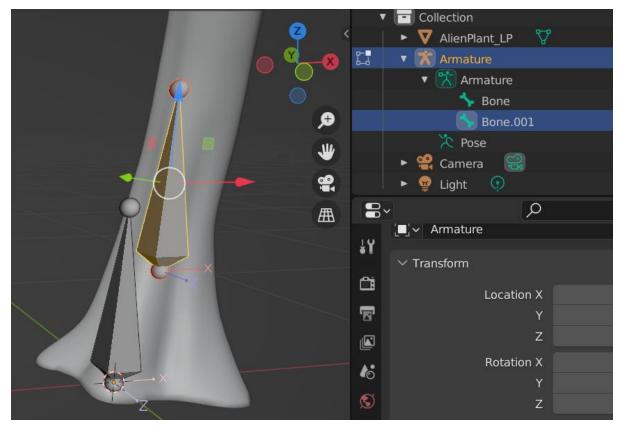


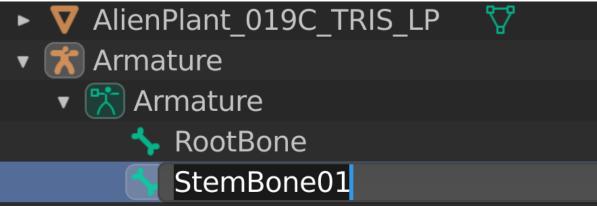




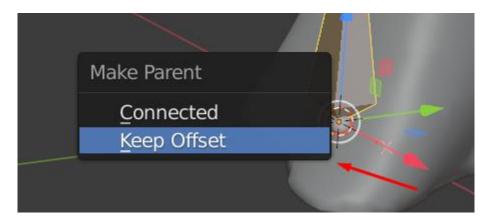


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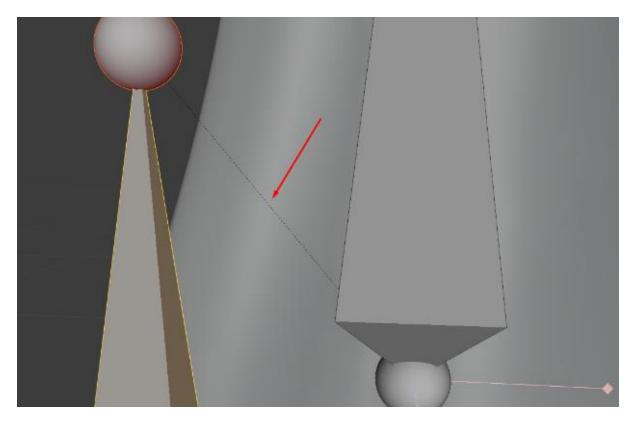




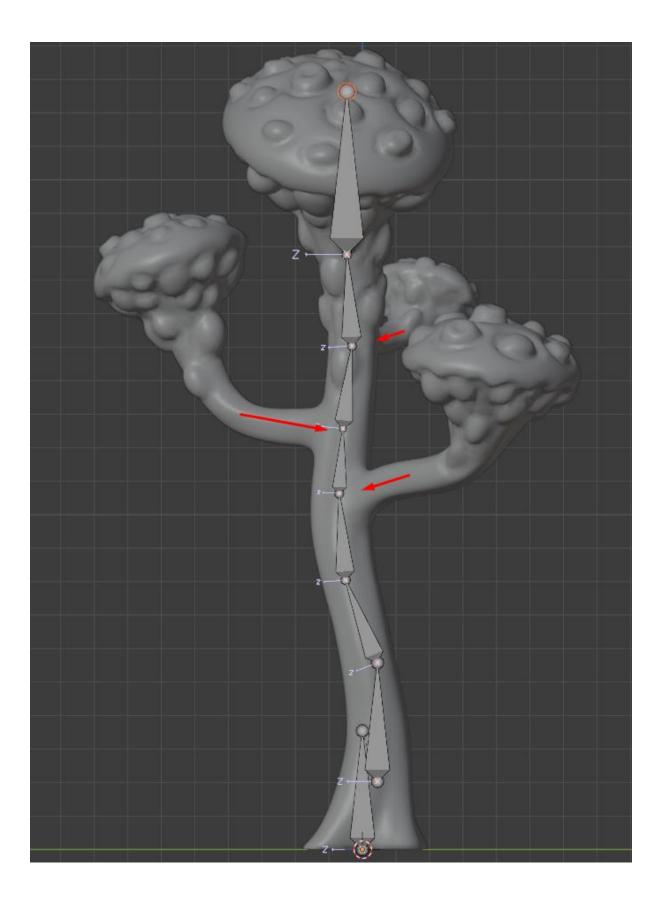
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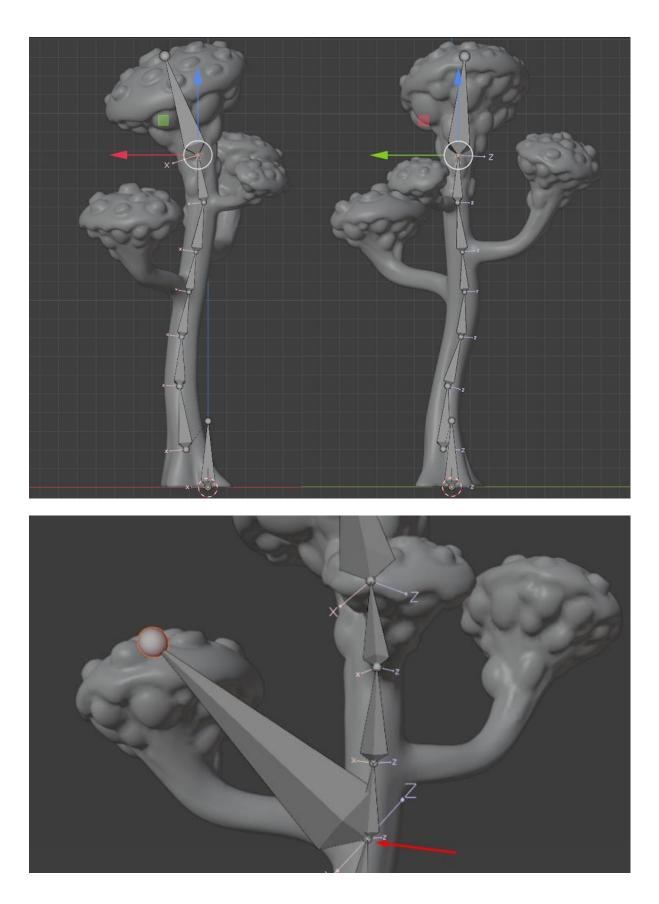
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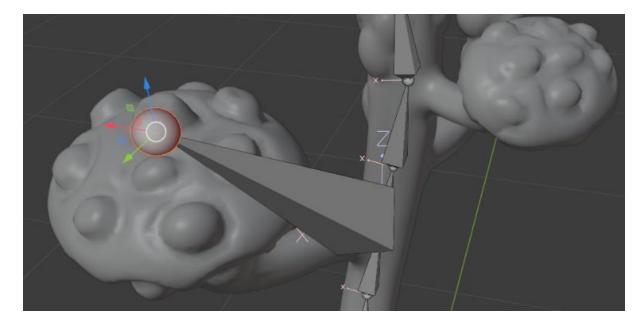


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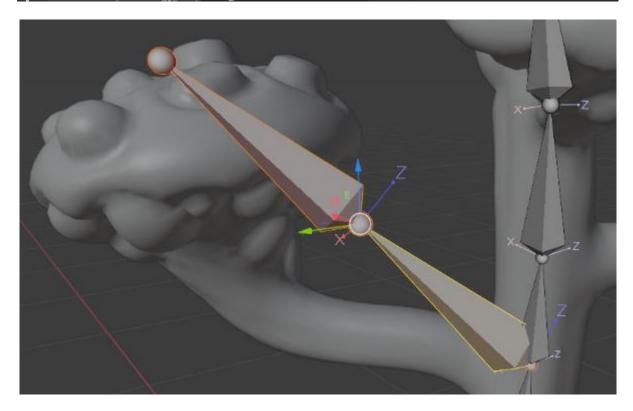


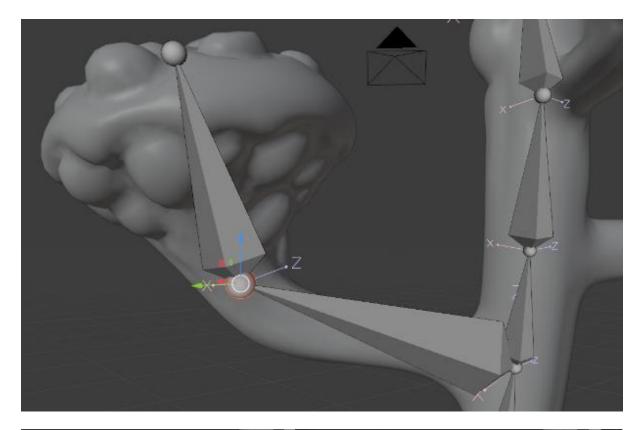


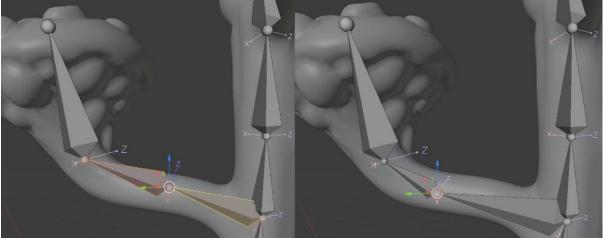


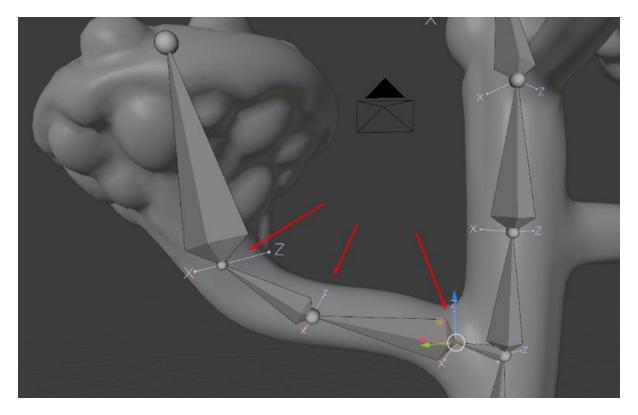


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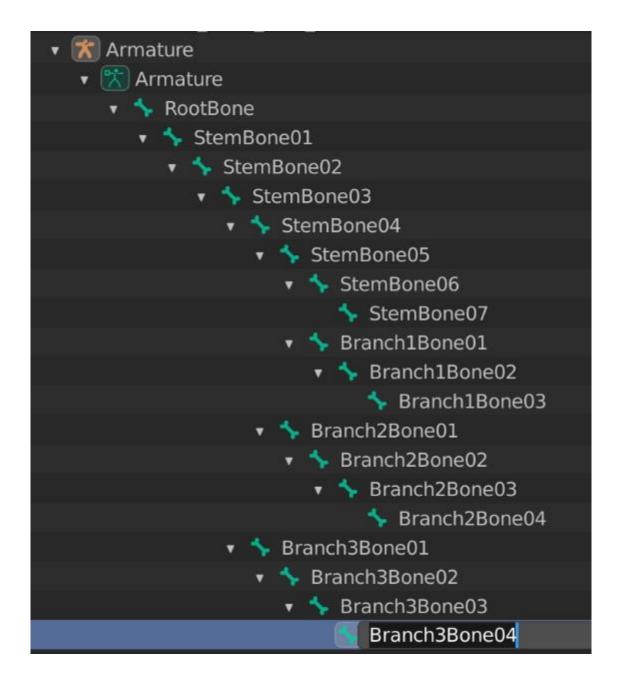




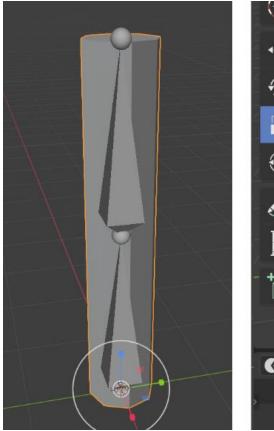


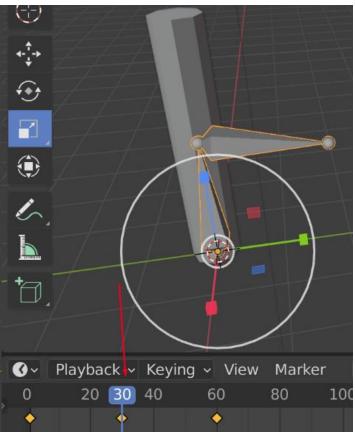




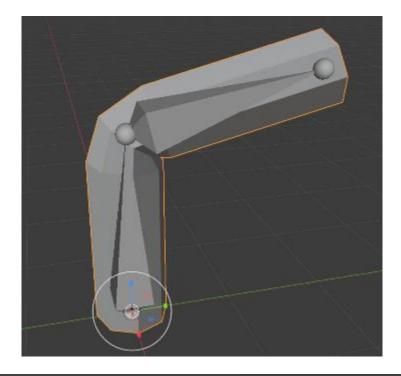


Chapter 12: Alien Plant Skinning in Blender

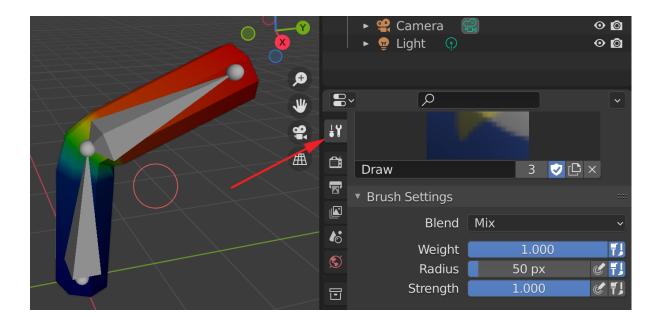


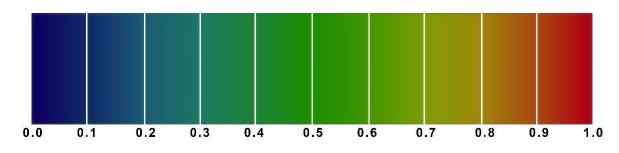


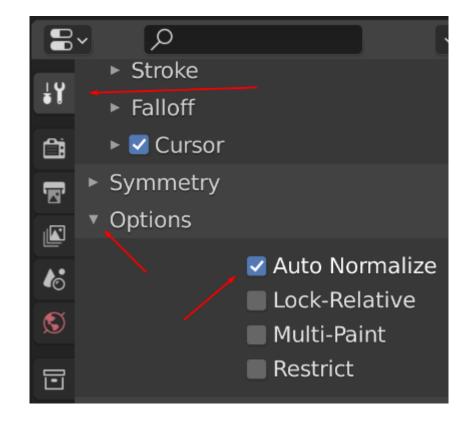
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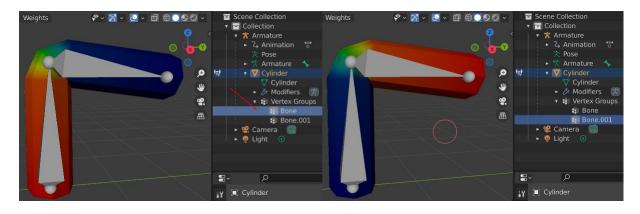


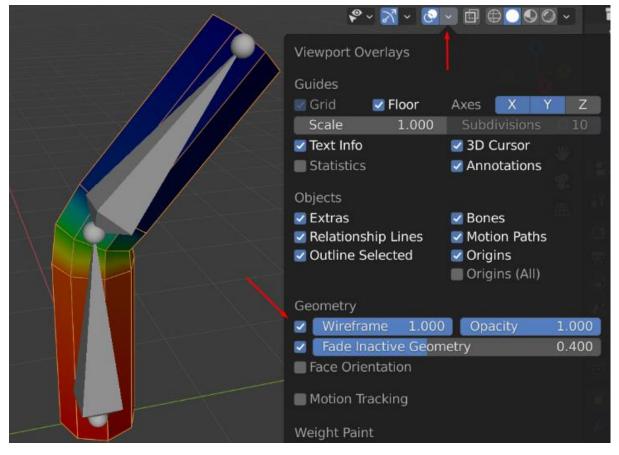
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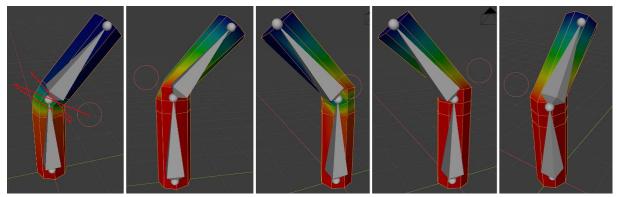


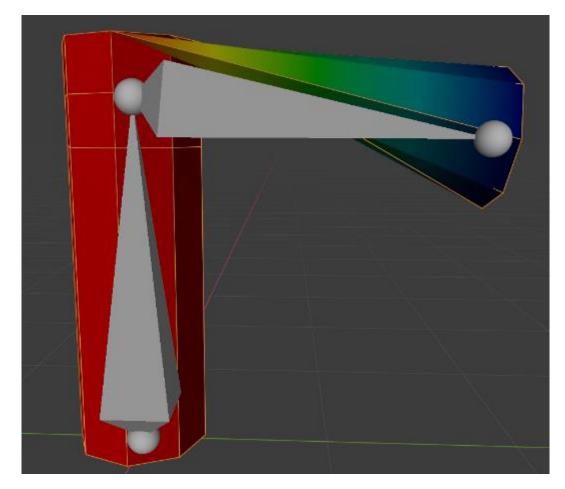


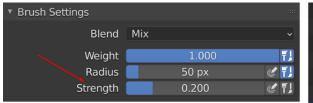


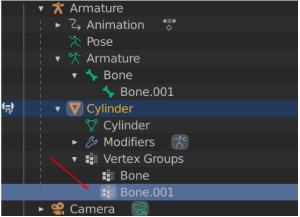


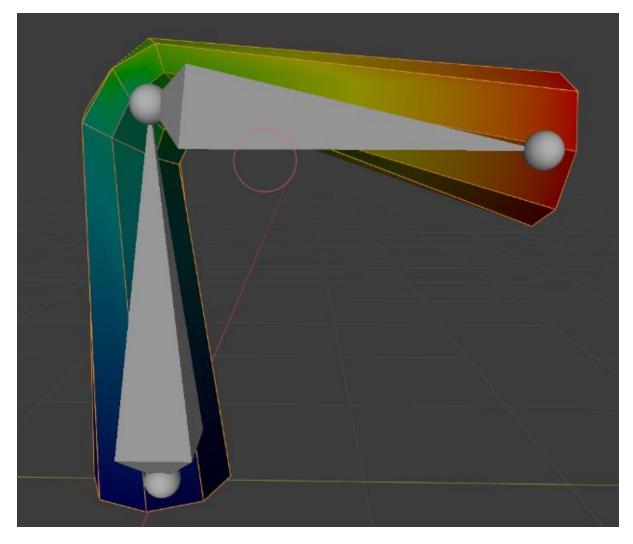


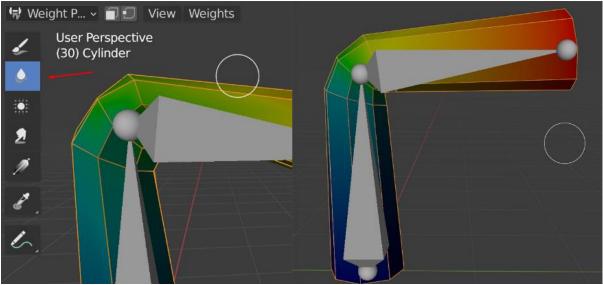


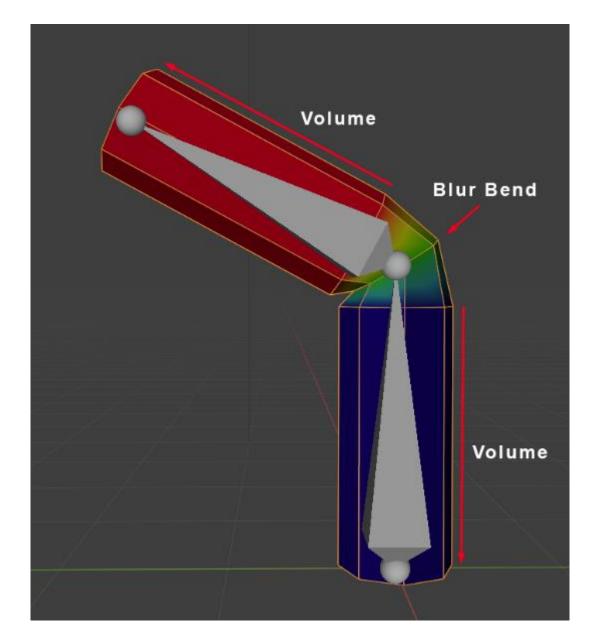




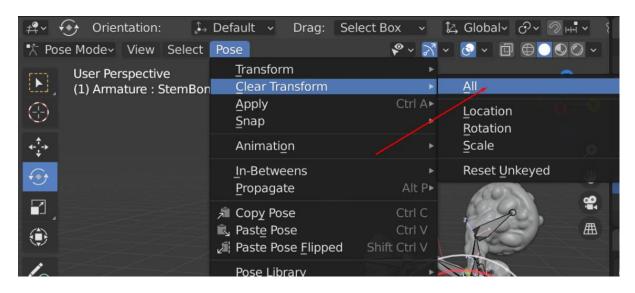


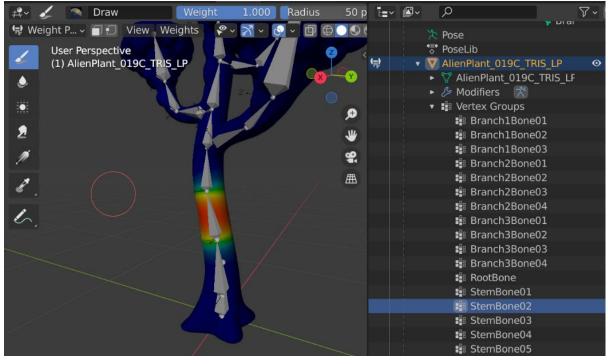


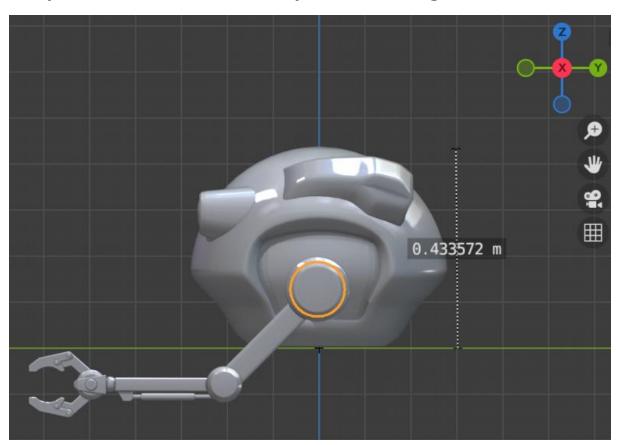






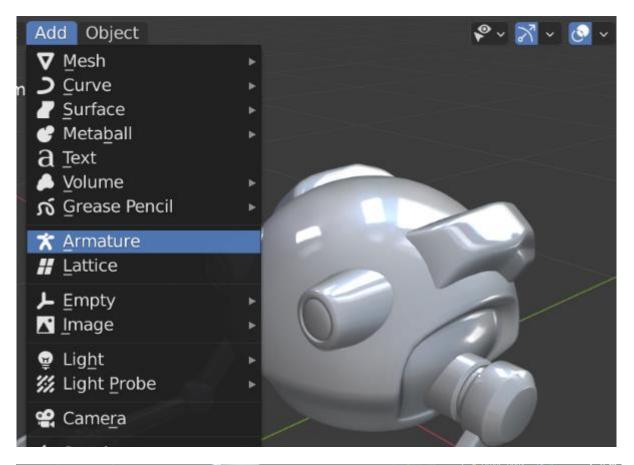


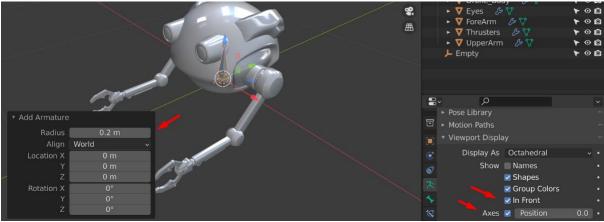




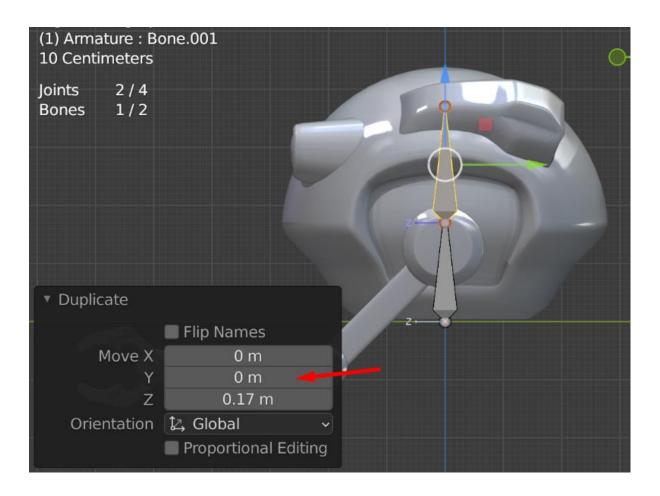
Chapter 13: Robot Joint Setup and Skinning in Blender

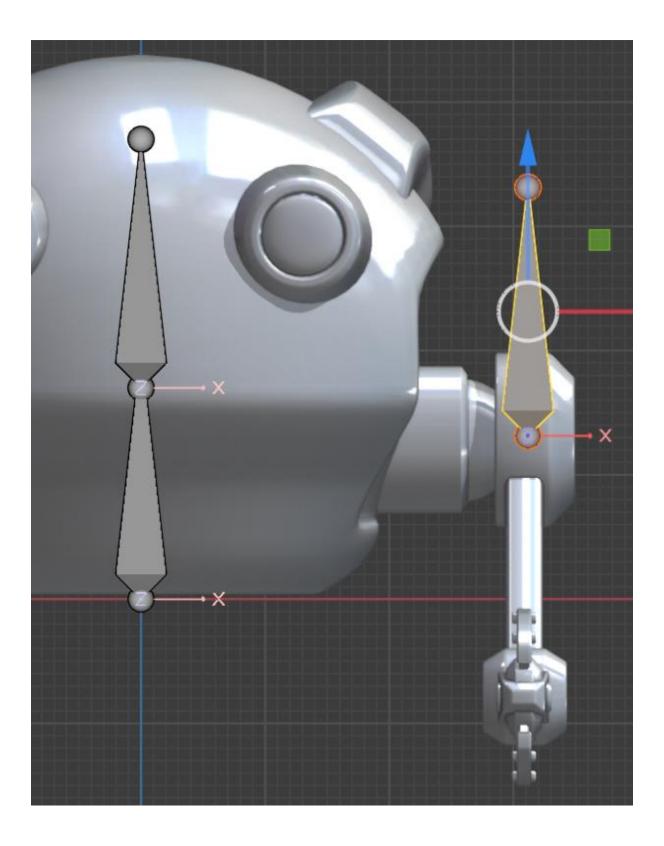
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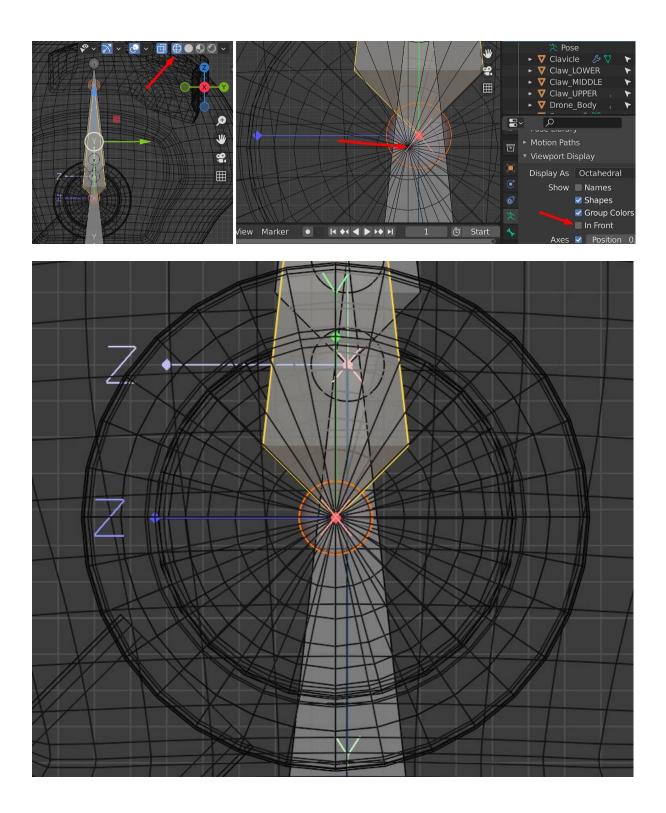


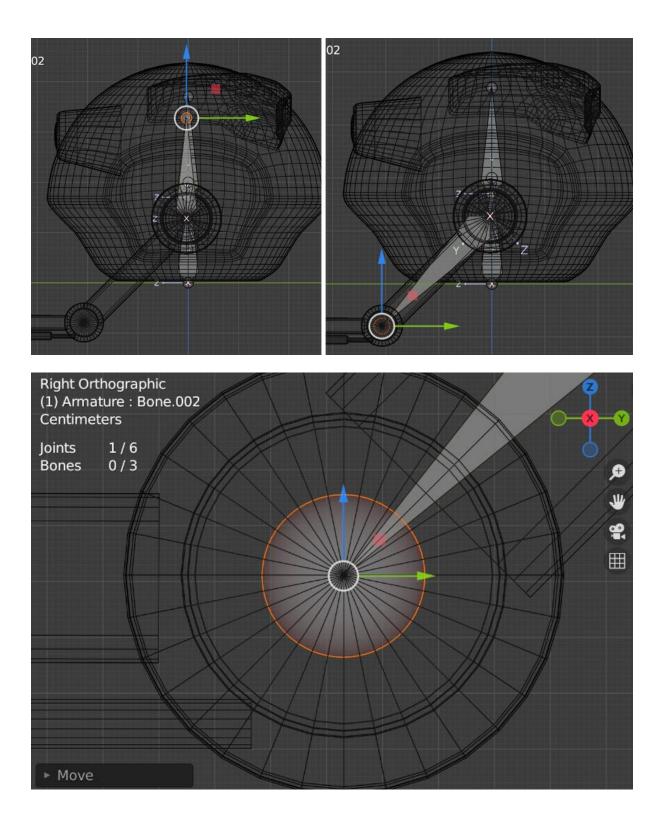


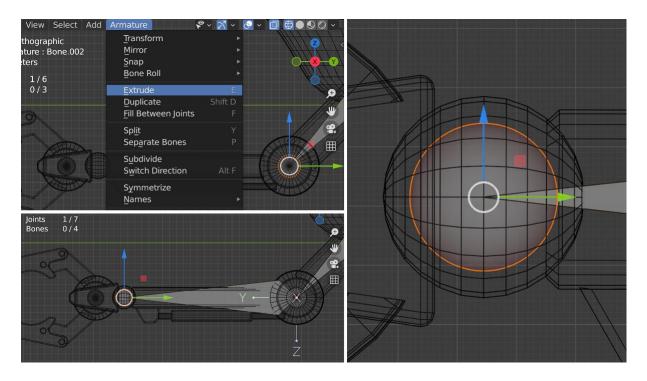


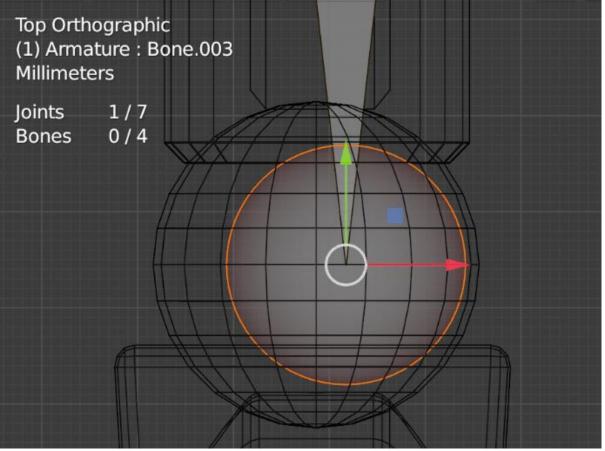


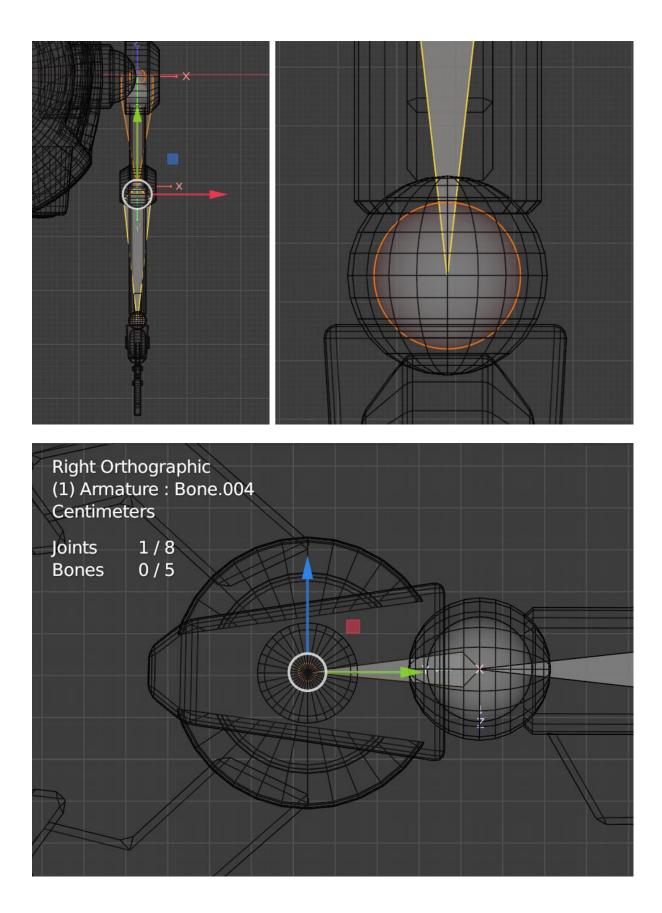


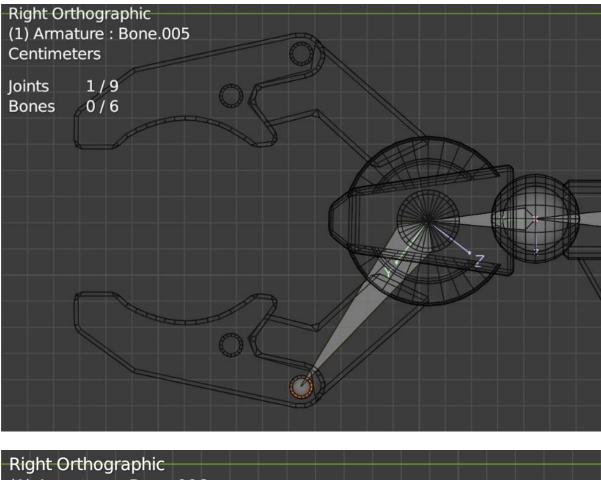


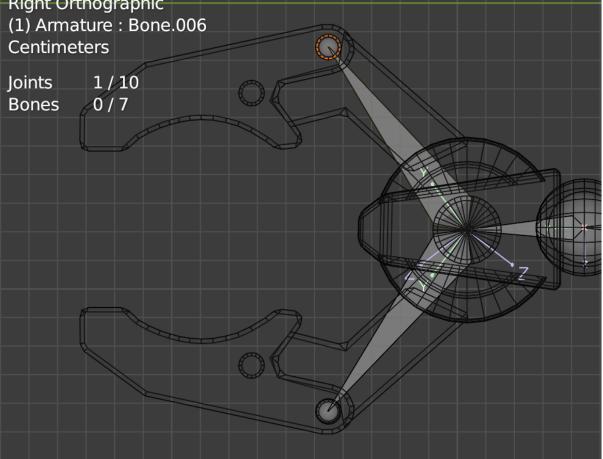


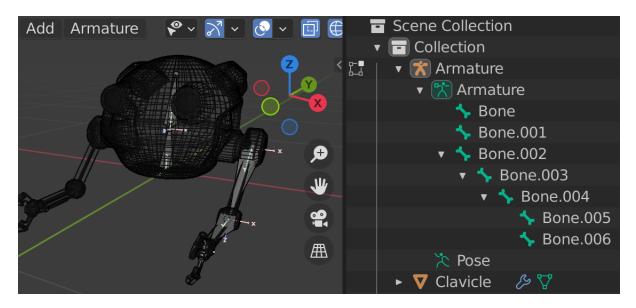


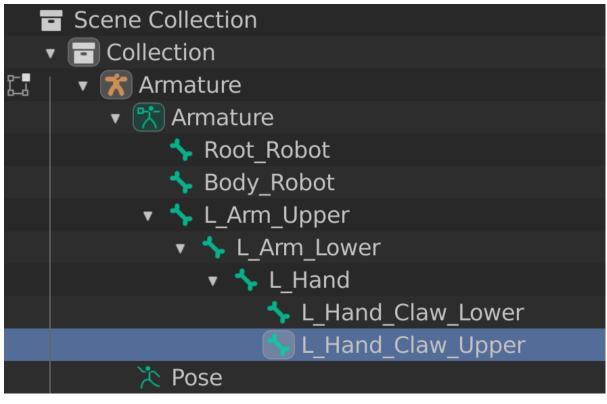




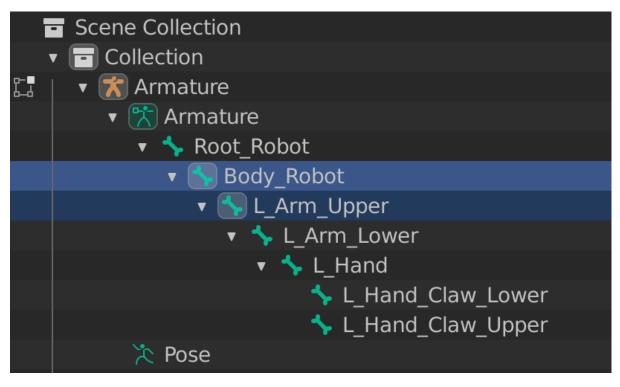


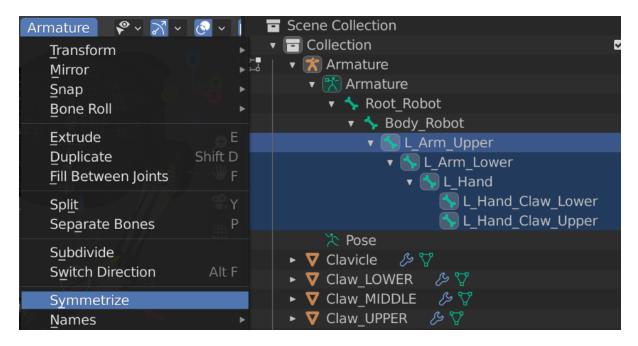


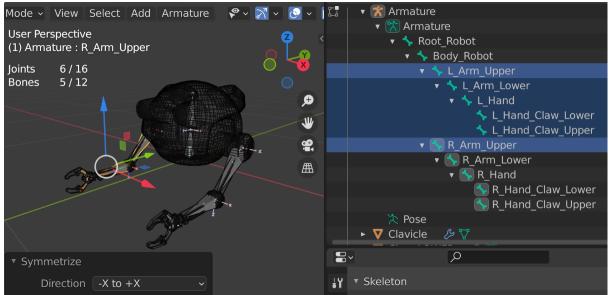


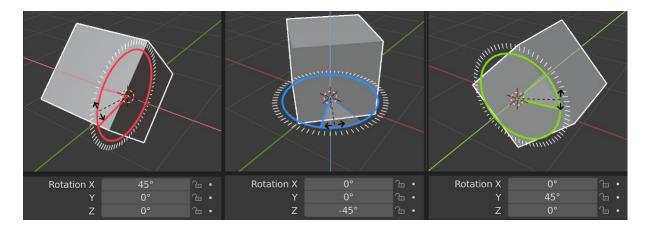


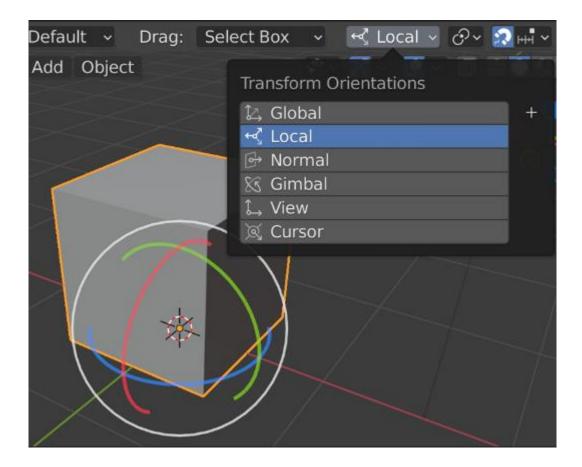
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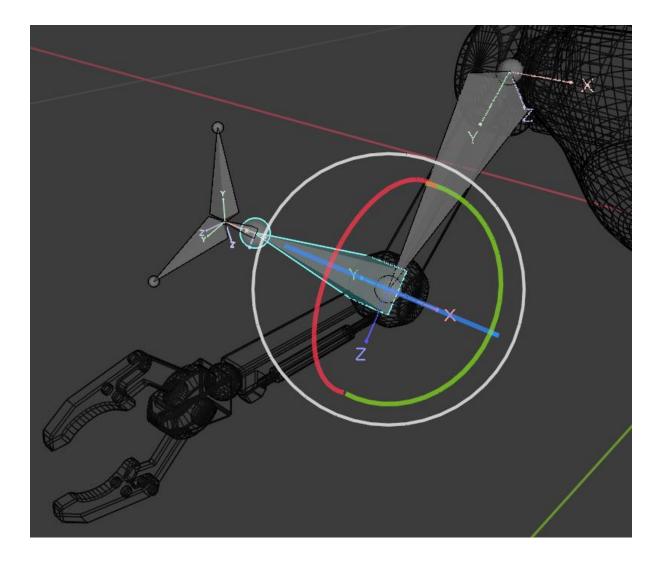


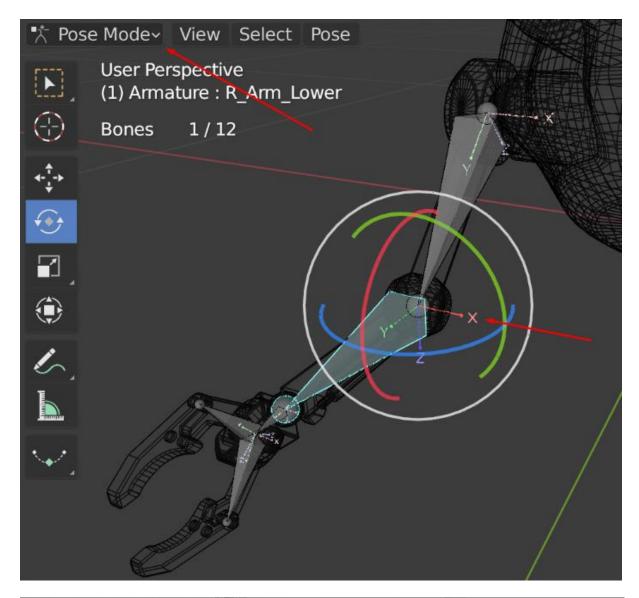


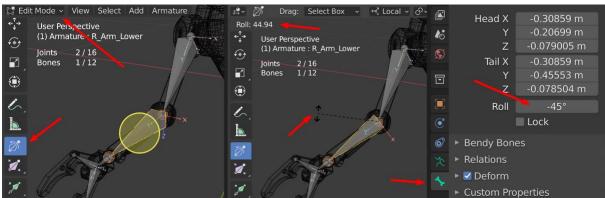


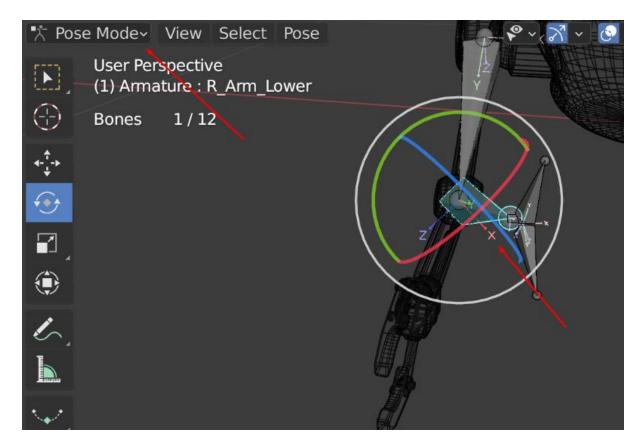








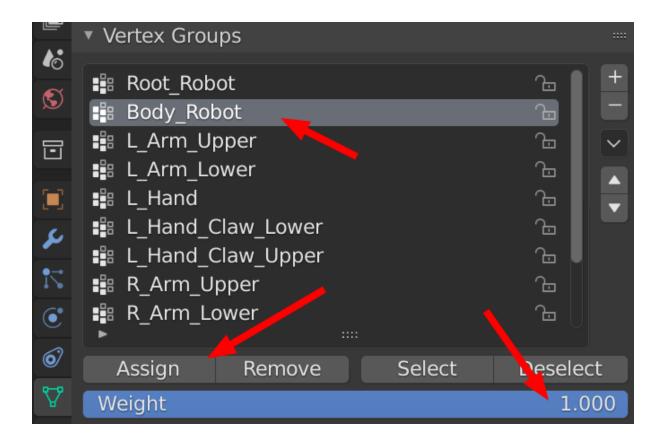


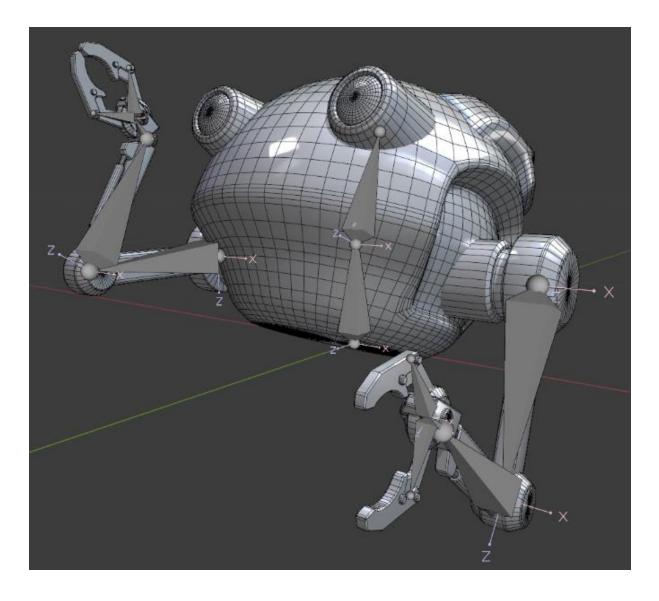


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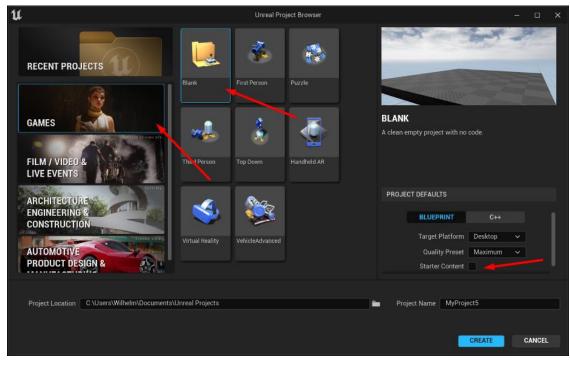
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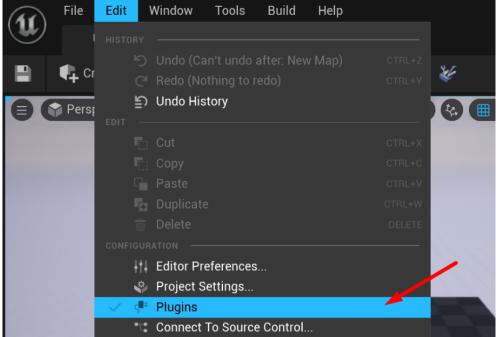
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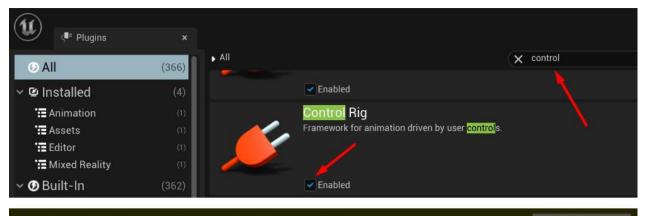




Chapter 14: Create a Simple Chain Control Rig for an Alien Plant in UE5

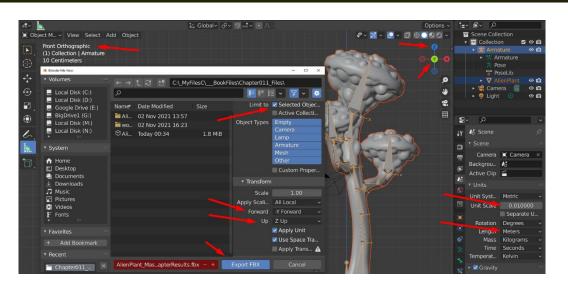


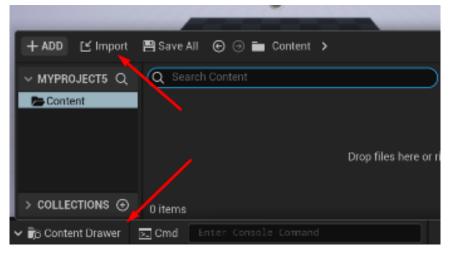




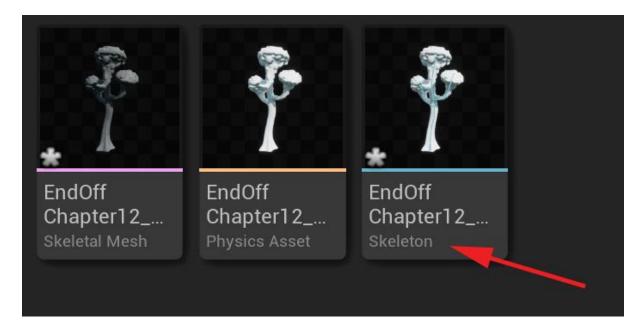
Unreal Editor must be restarted for the plugin changes to take effect.

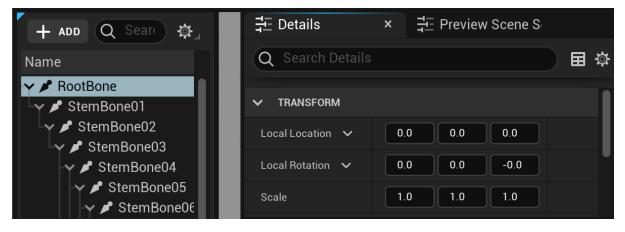
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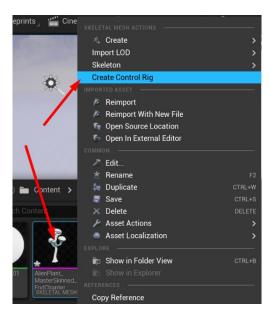


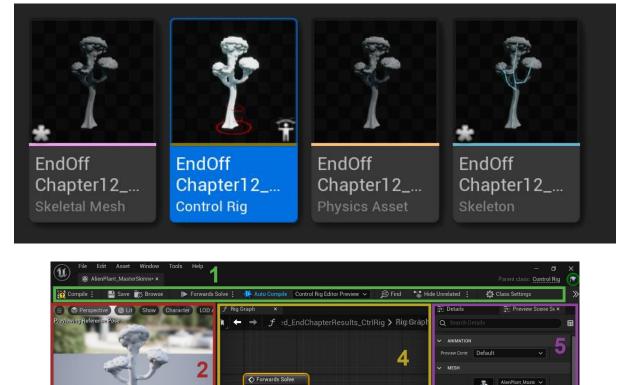


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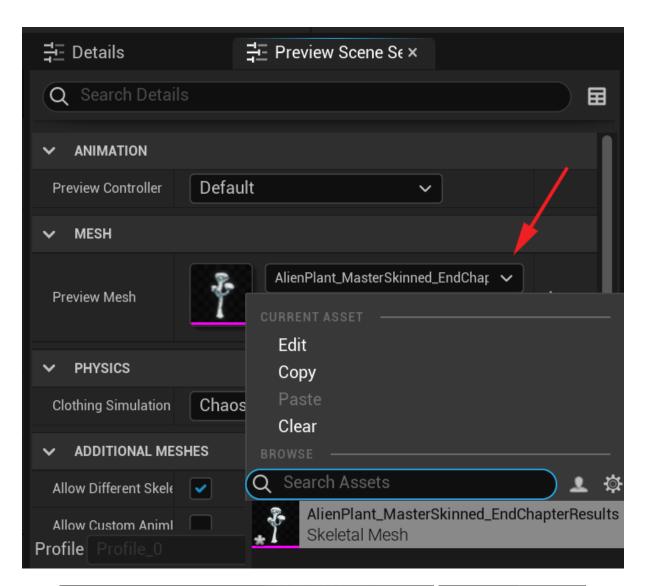
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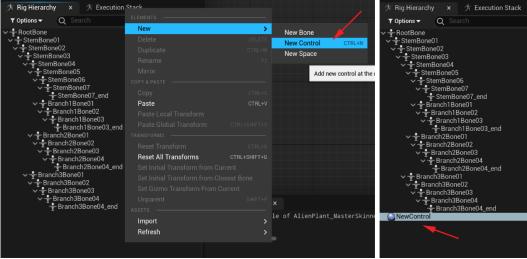
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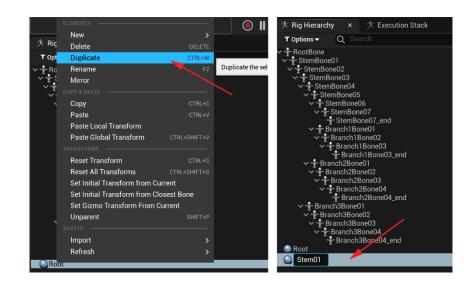




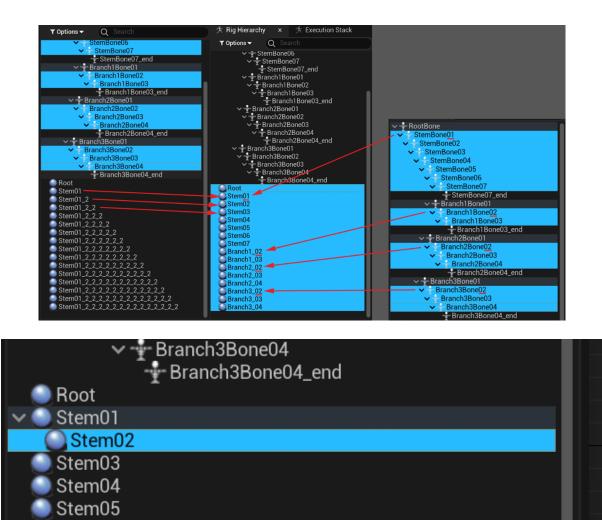
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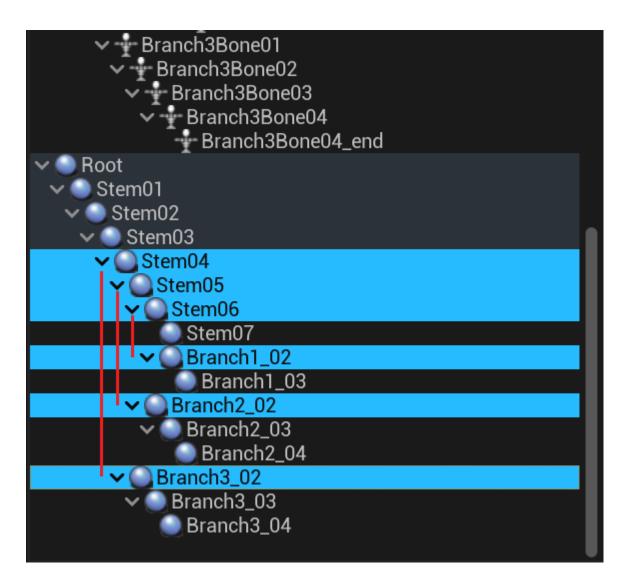
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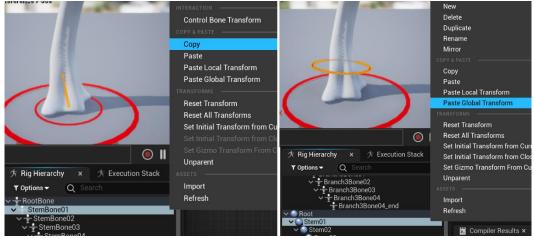


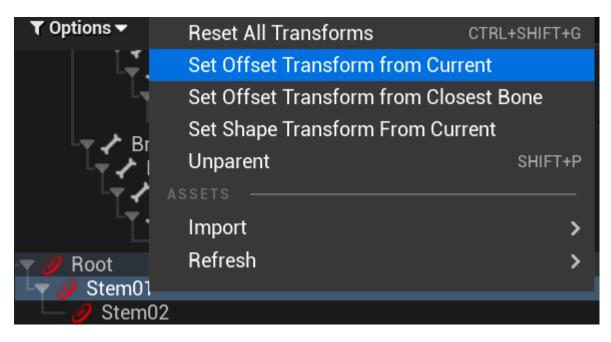
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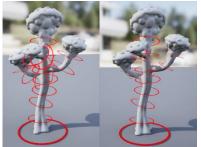


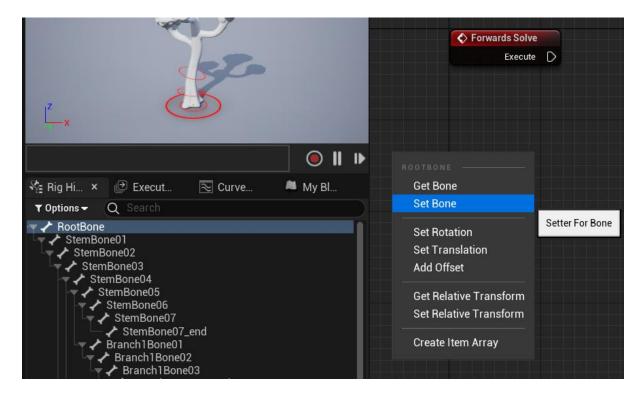
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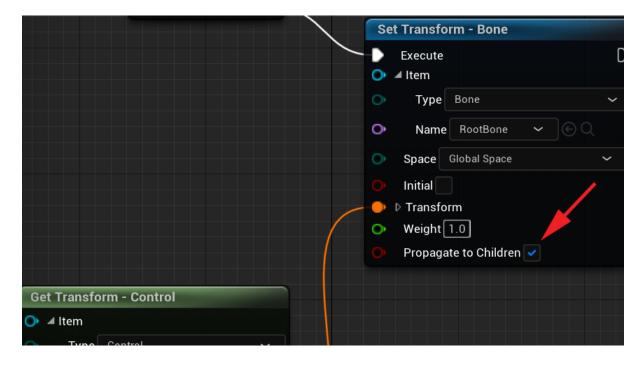


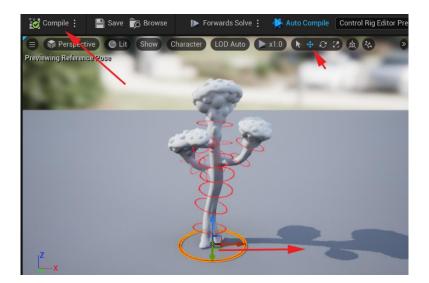


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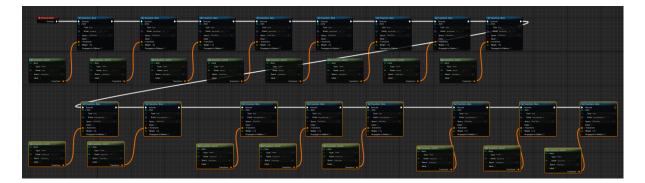
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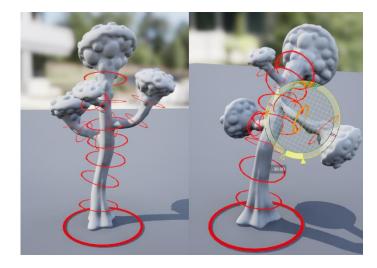
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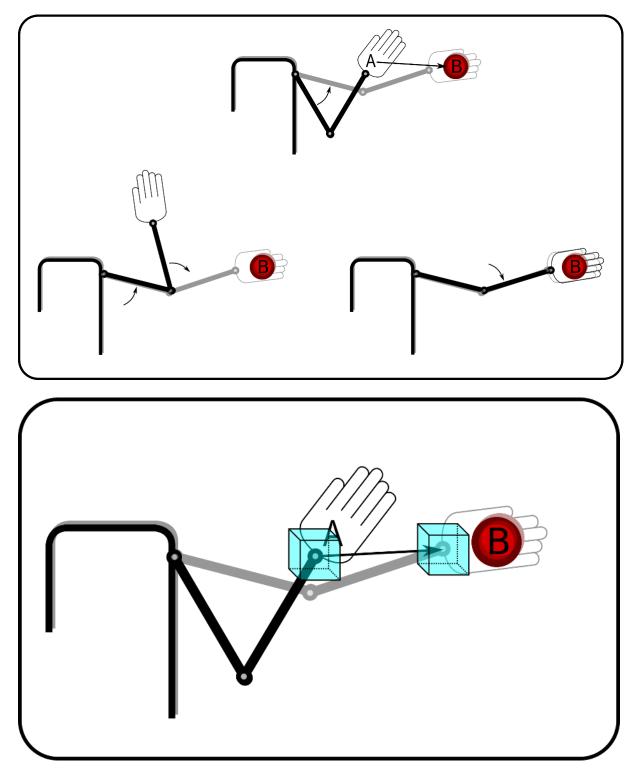


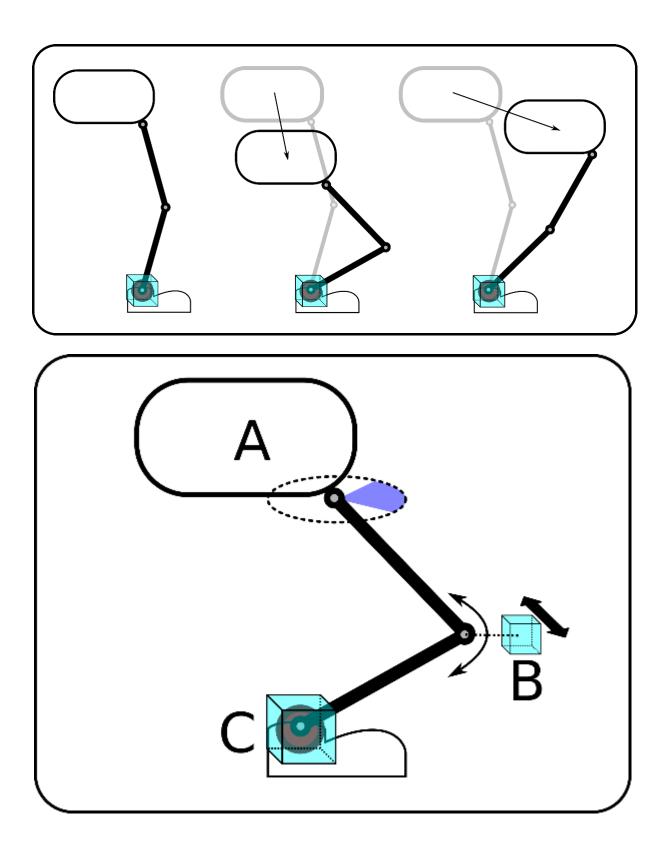


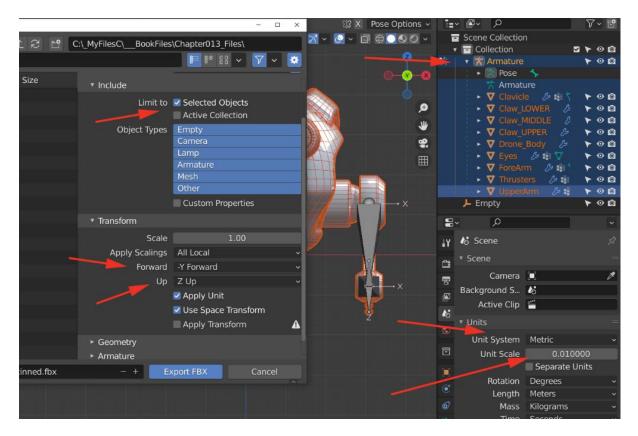




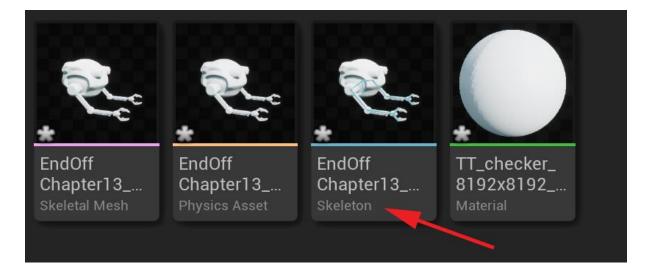
Chapter 15: Creating a Control Rig with Basic IK Controls for a Robot in UE5



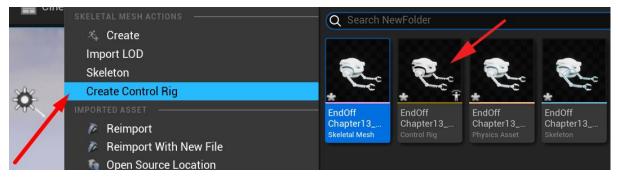




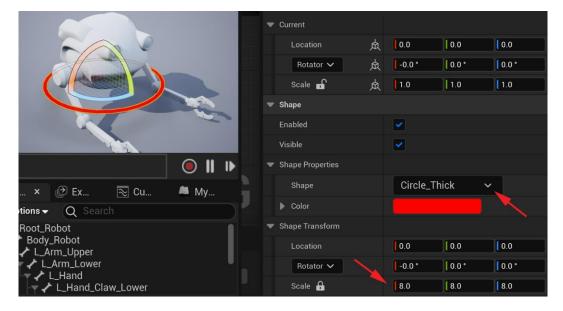
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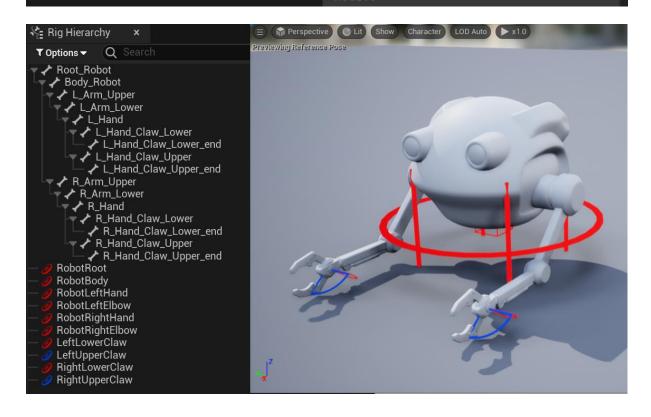
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- ∂ RobotRightHand - ∂ RobotRightElbow	Set Shape Transform From Current Unparent SHIFT+P





RightUpperClaw

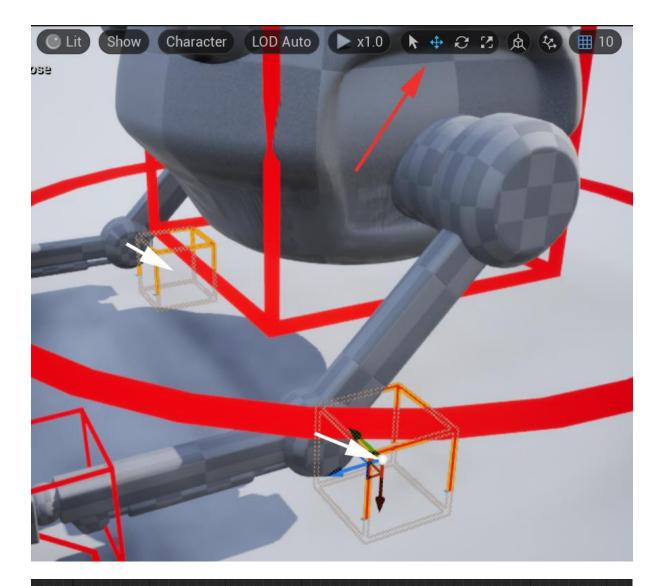


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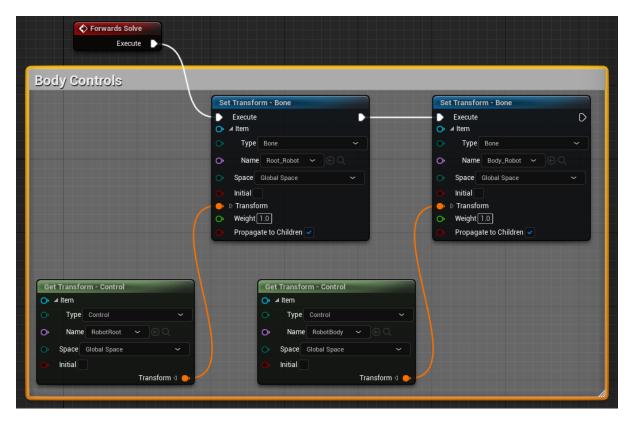
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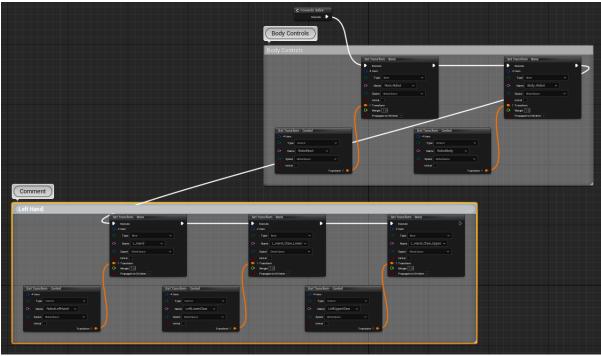
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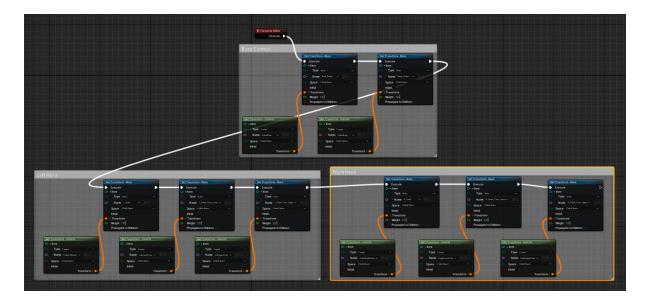




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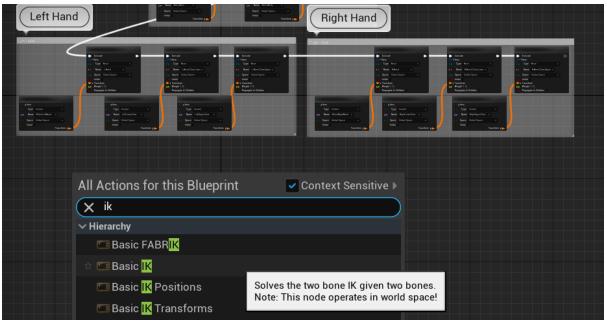


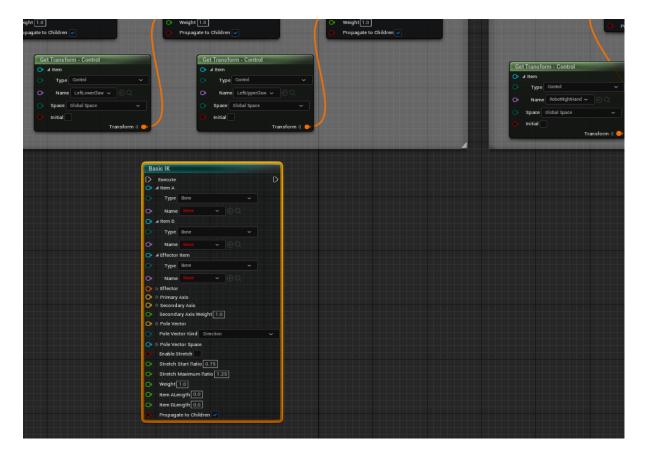


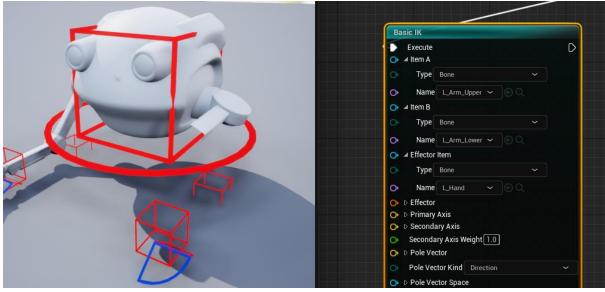


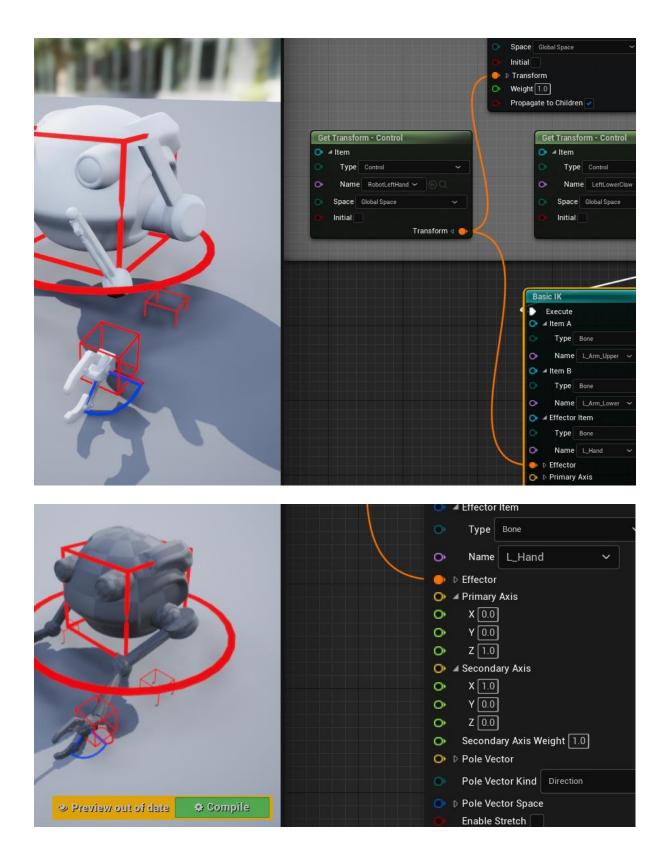
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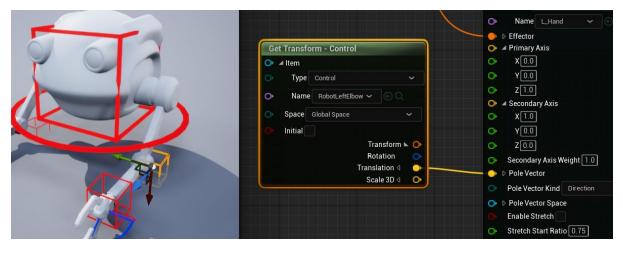


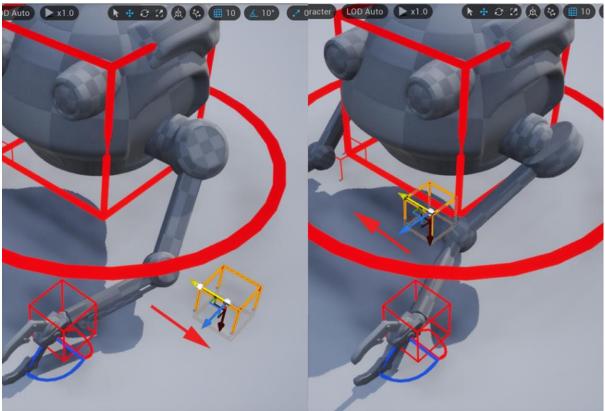


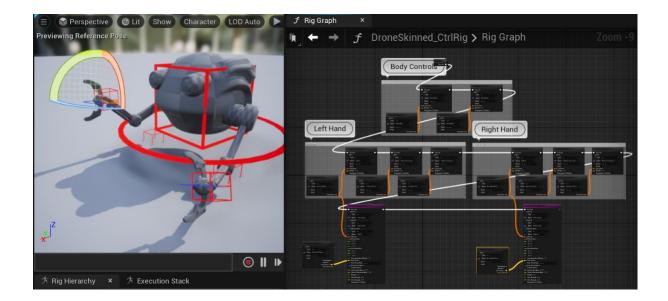




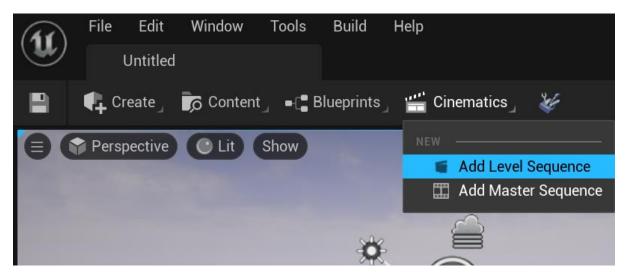




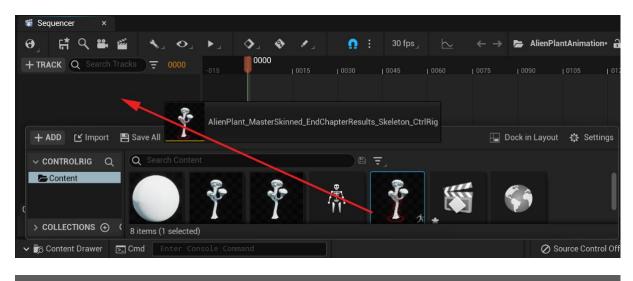


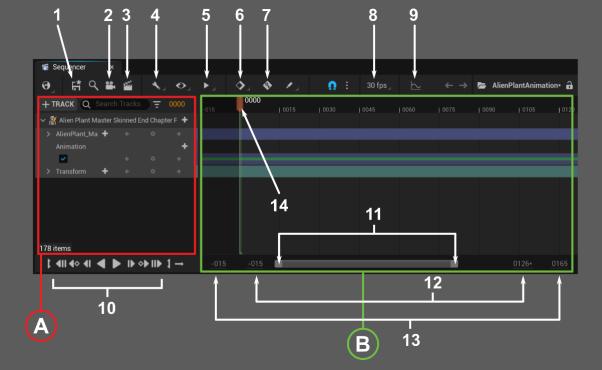


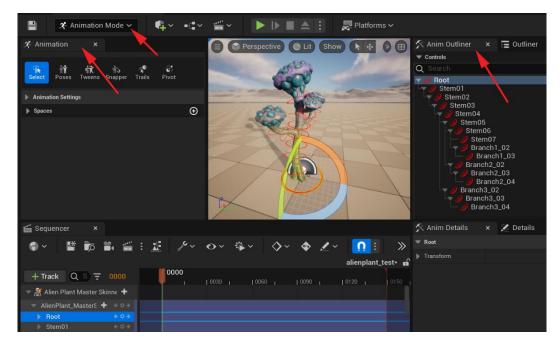
Chapter 16: Creating a Simple Swaying Animation Cycle in UE5 Sequencer

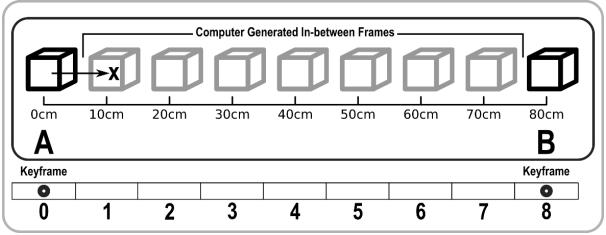


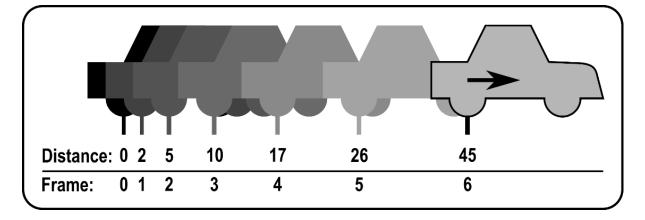
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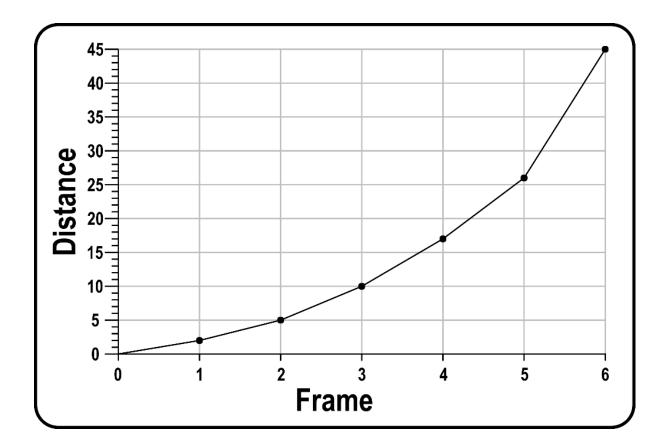


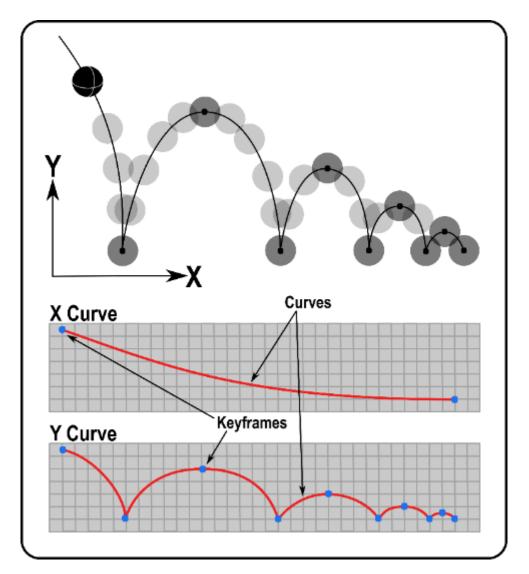


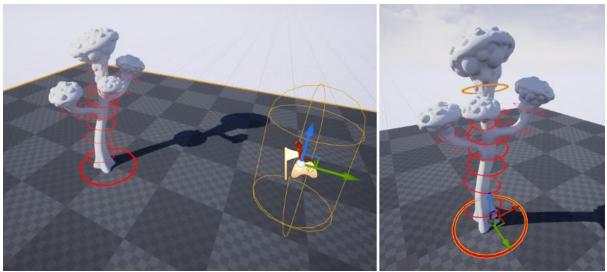


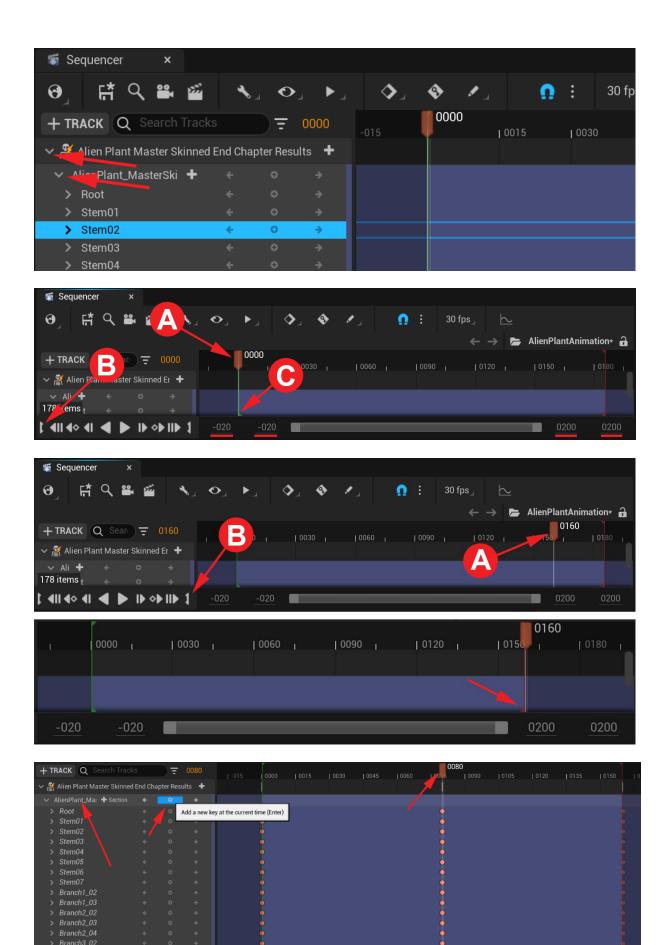


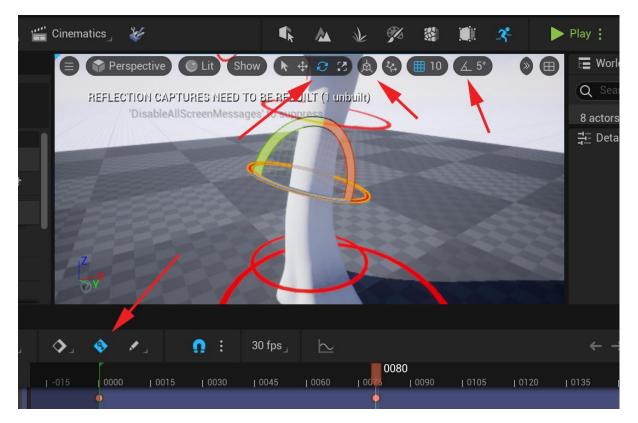


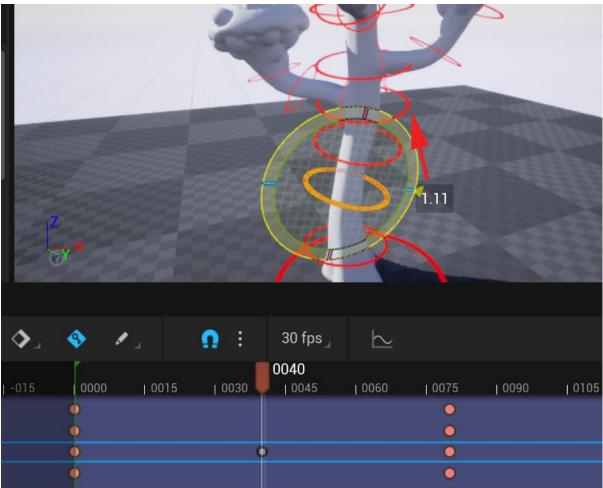










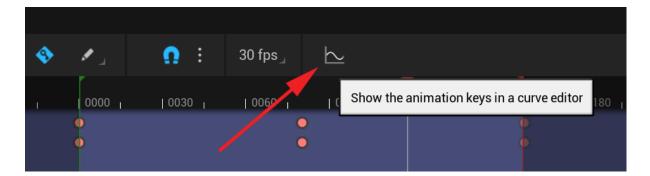


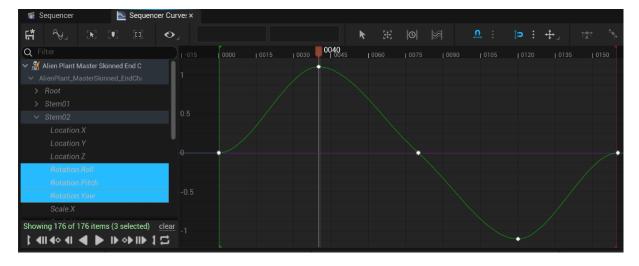
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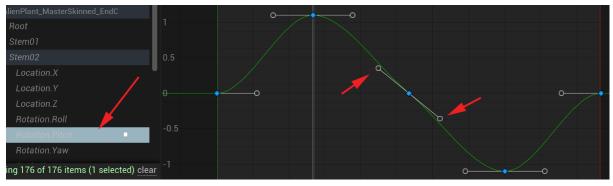
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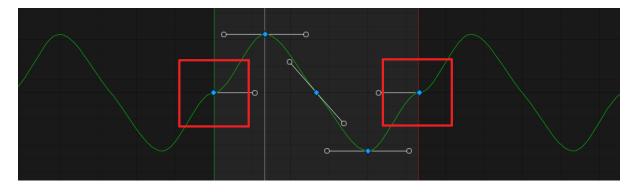


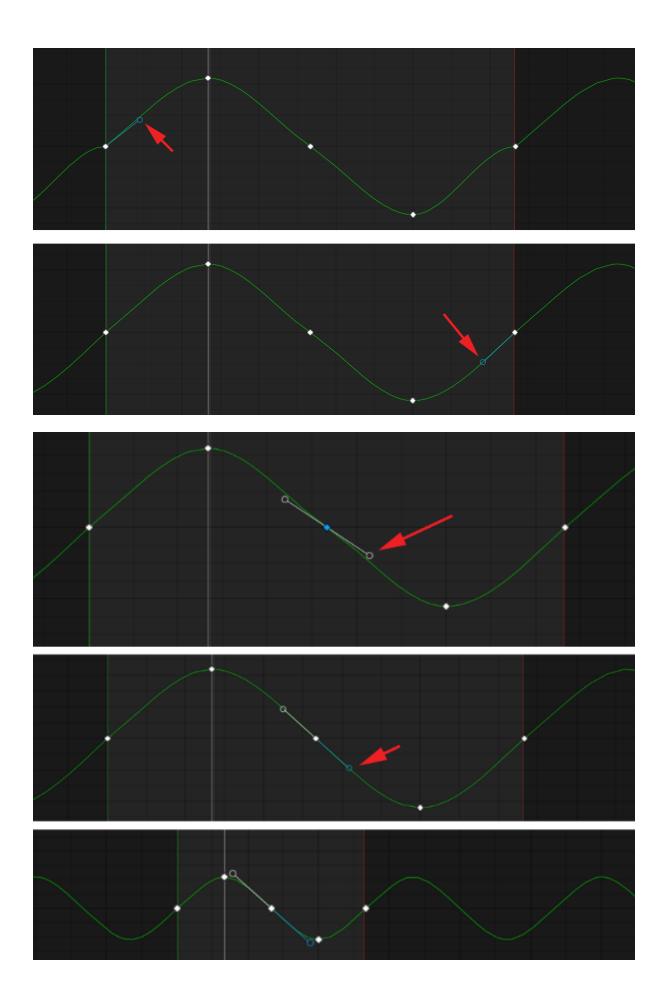


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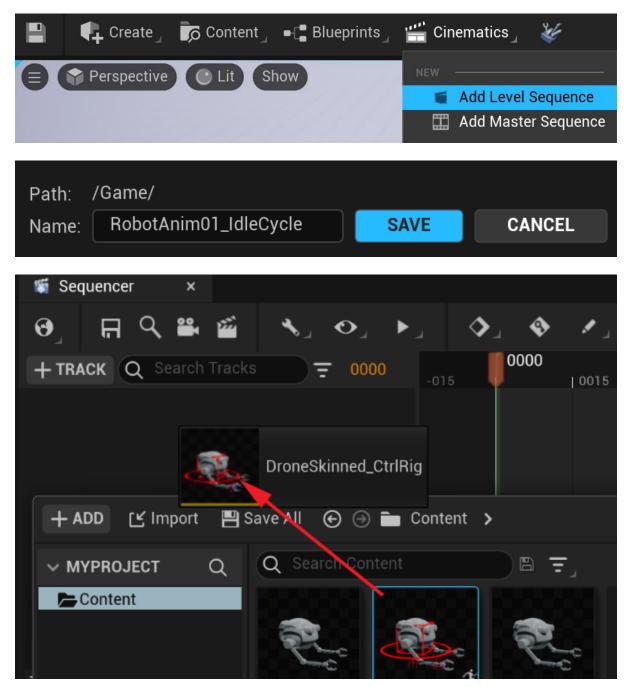


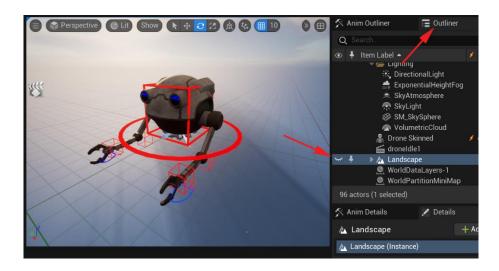
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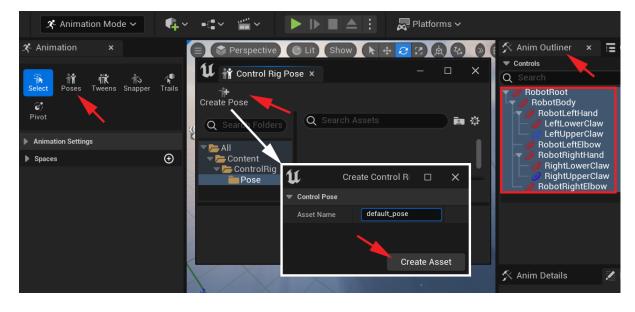
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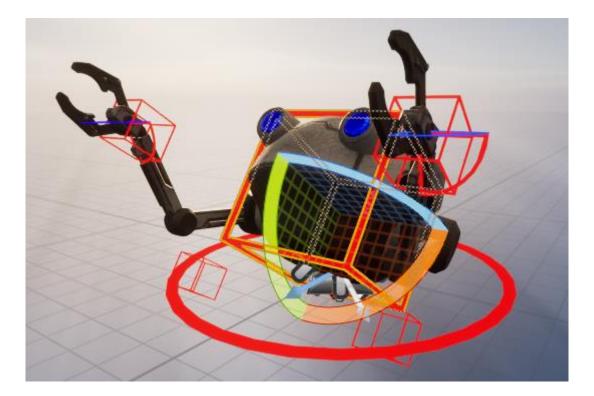
Chapter 17: Create Three Simple Animations for the Robot in UE5 Sequencer

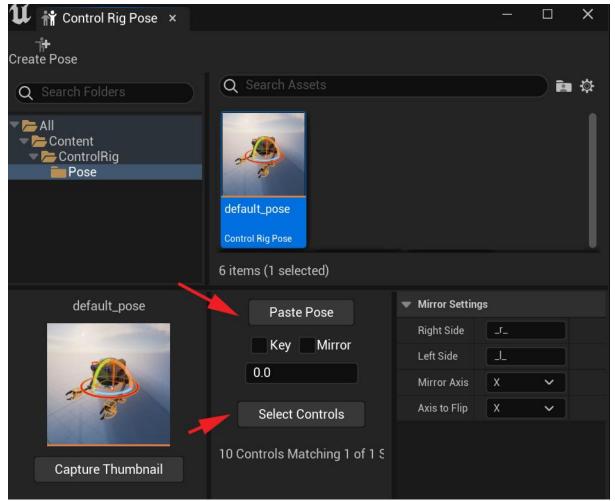


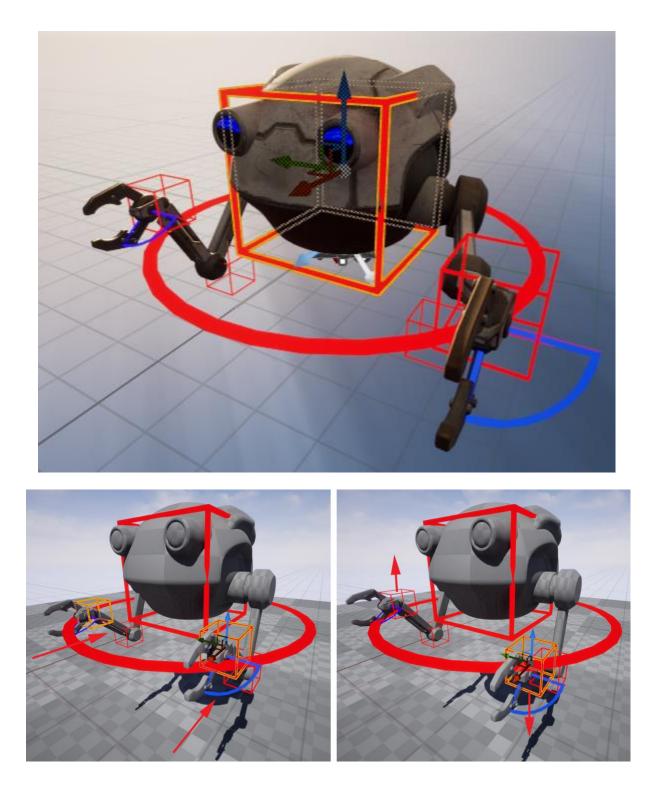


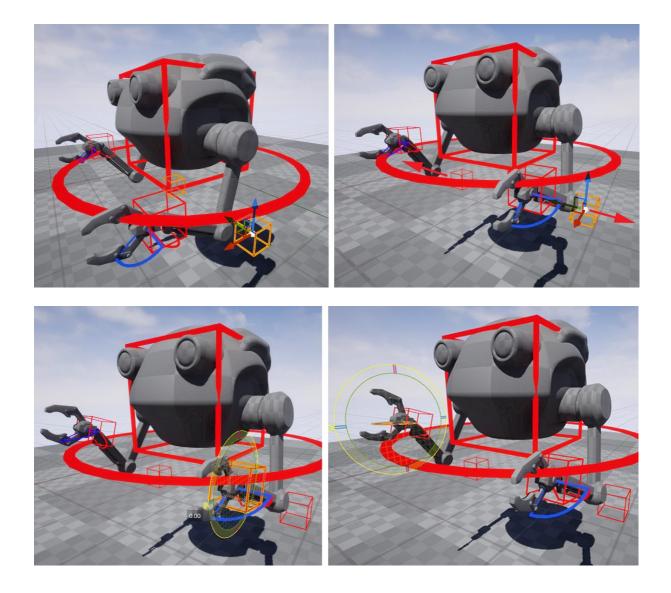


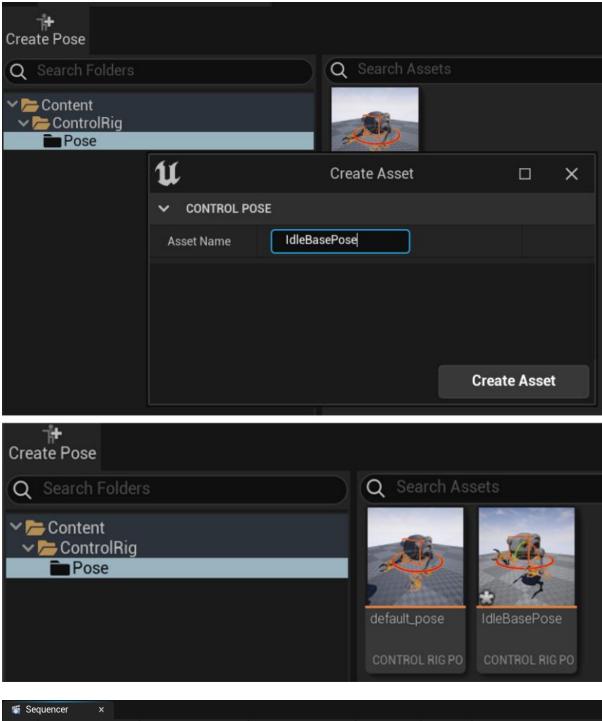






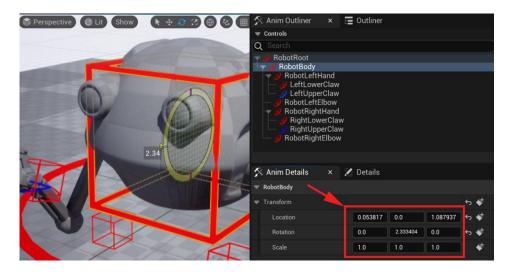






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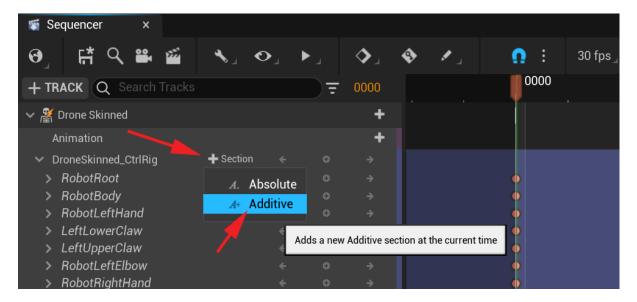
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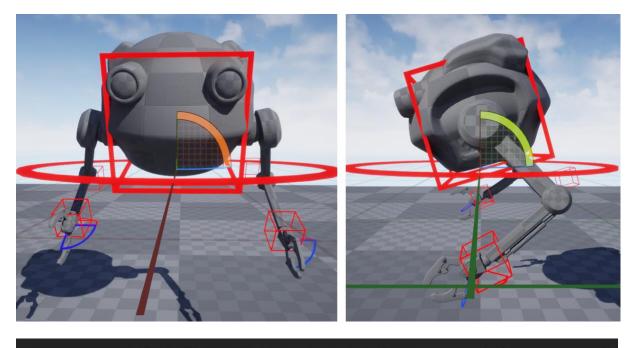
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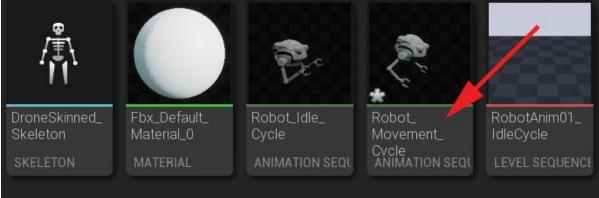


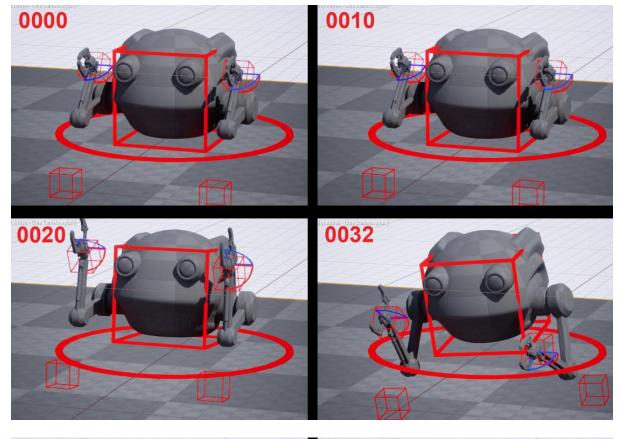
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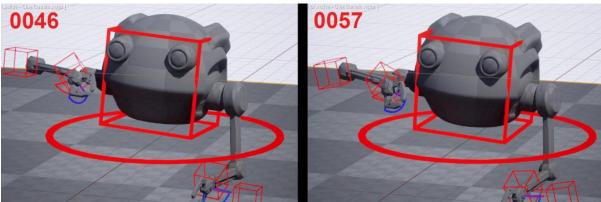
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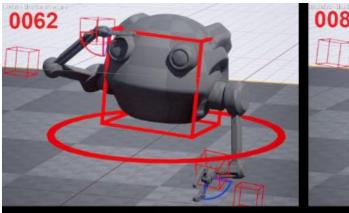
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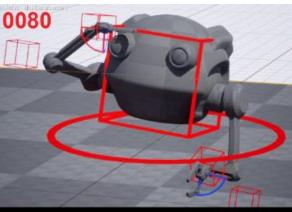


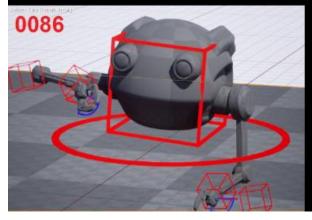


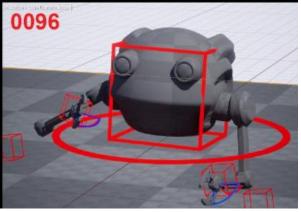


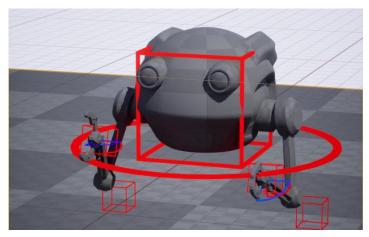




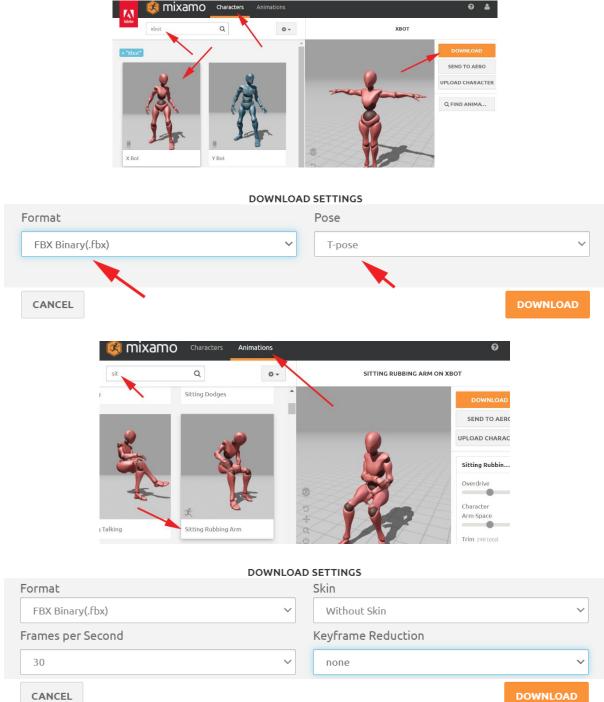




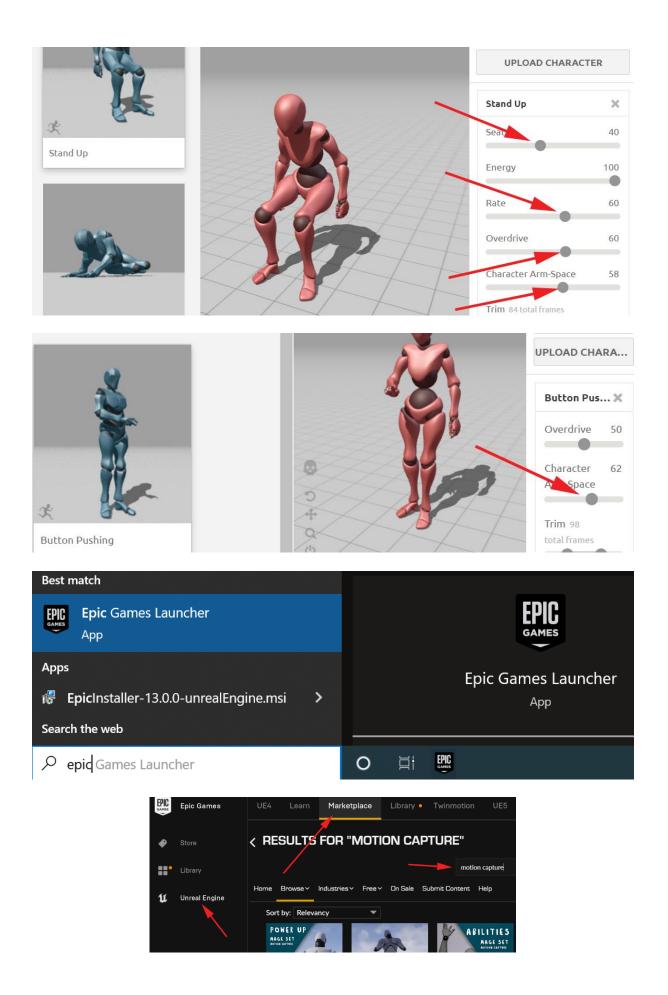


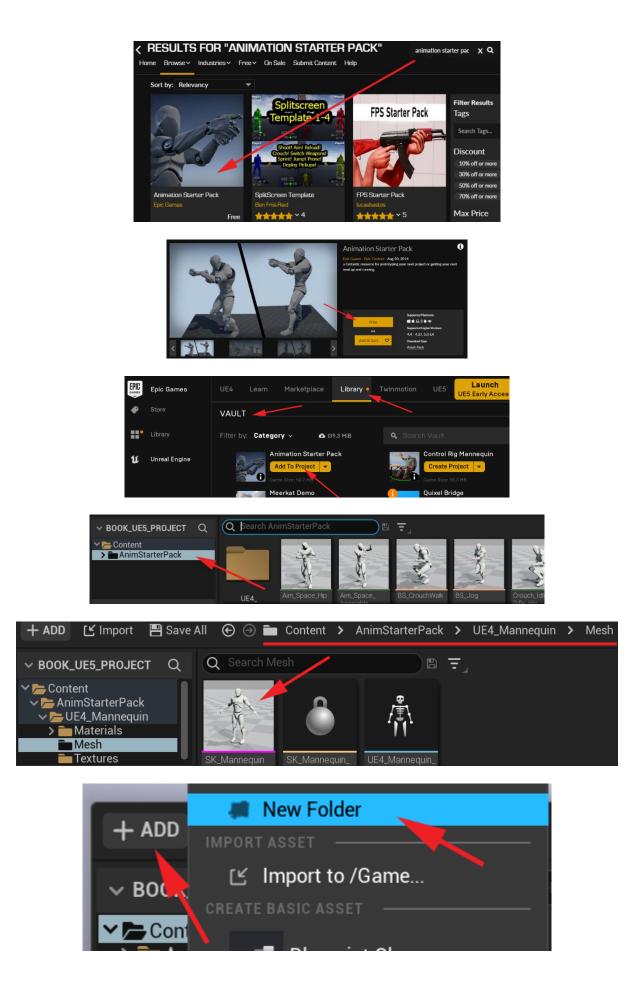


Chapter 18: Import Motion Capture onto the Metahuman Control Rig

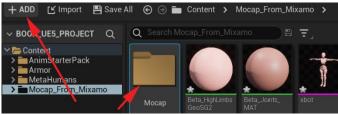


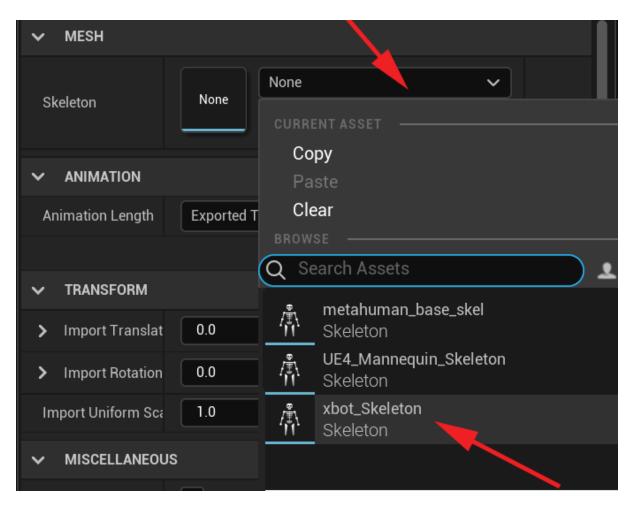
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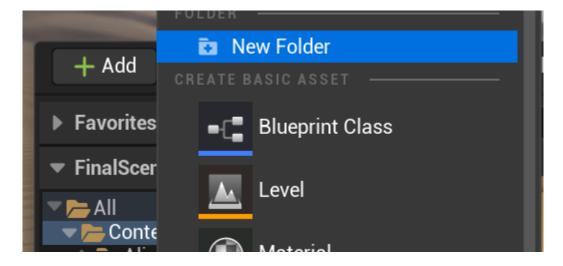


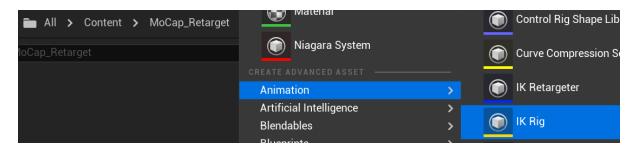
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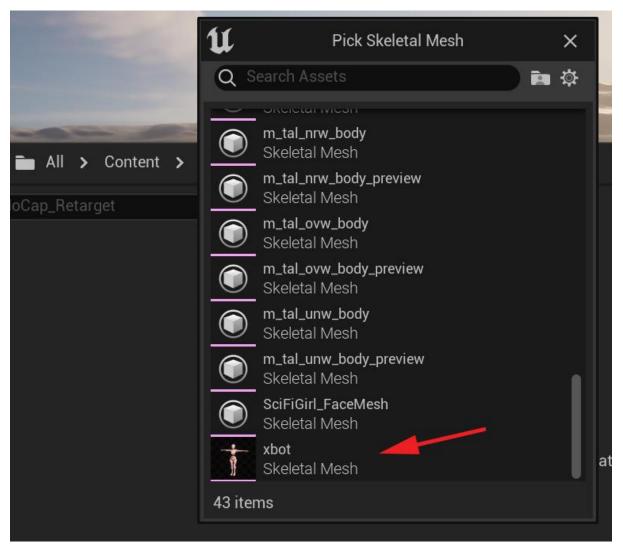


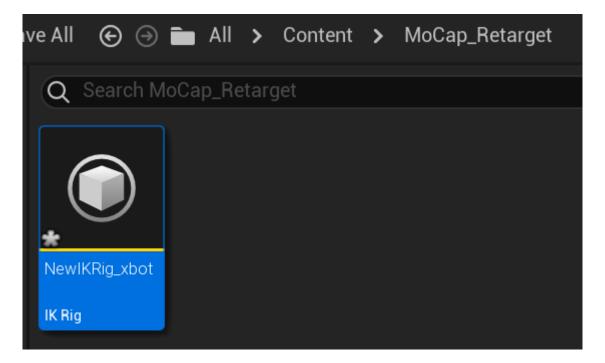




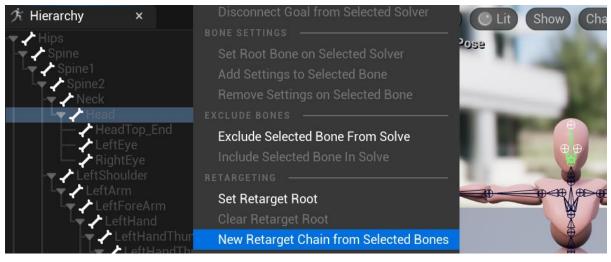




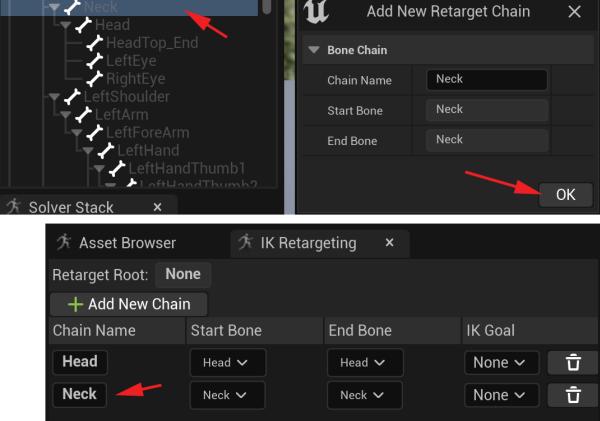


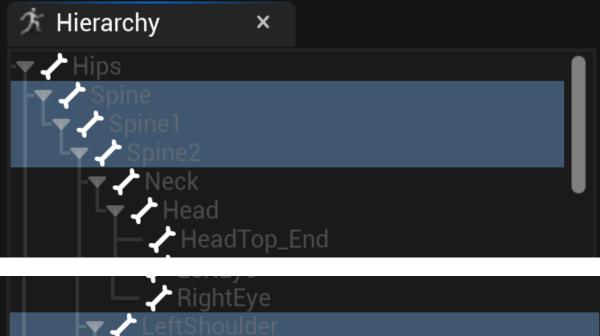






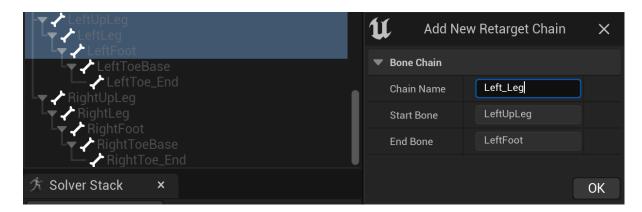
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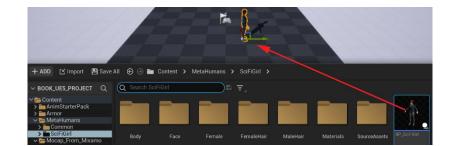
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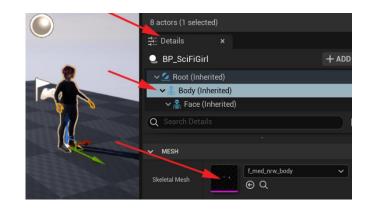
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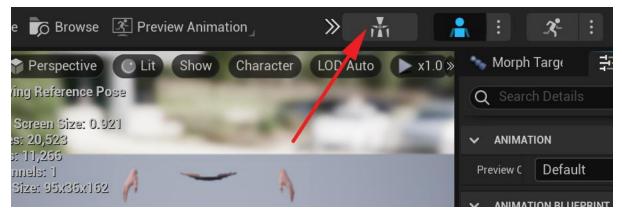


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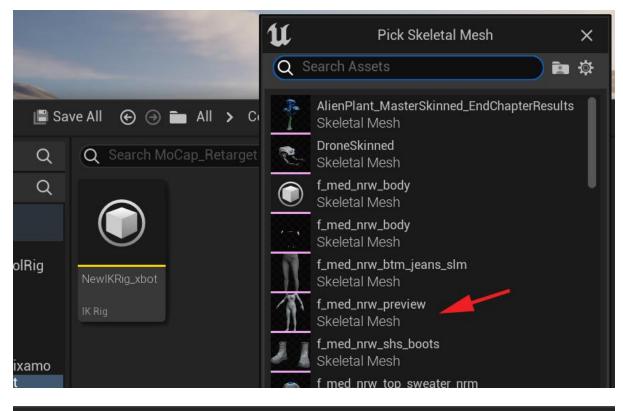
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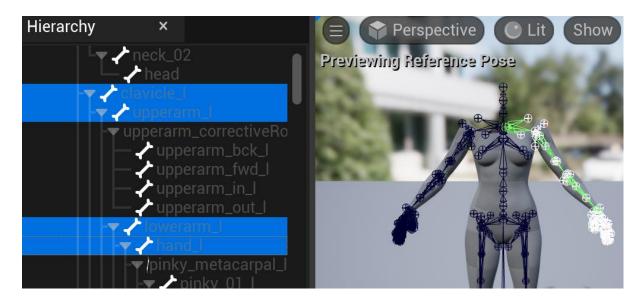




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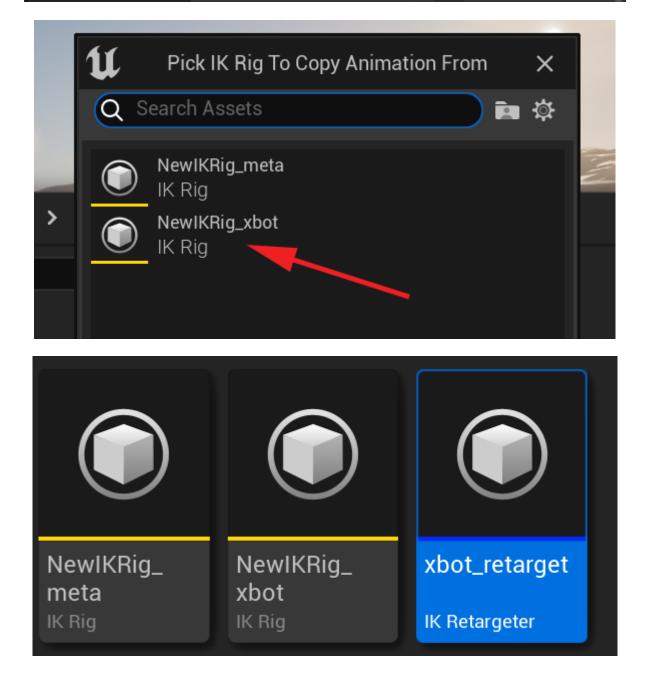


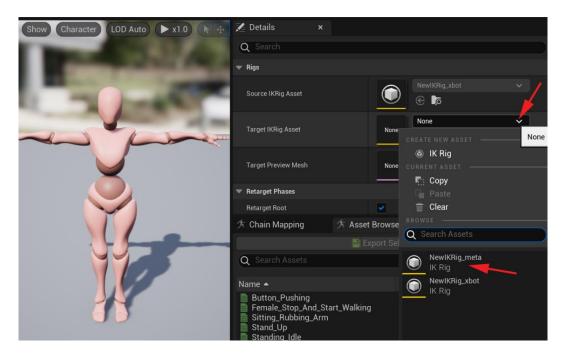
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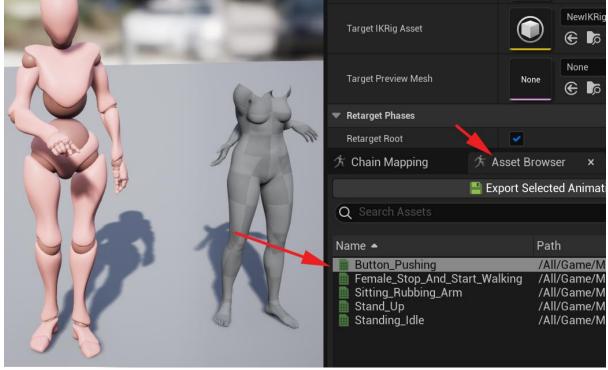


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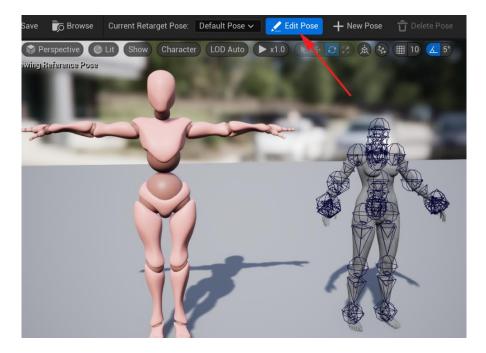
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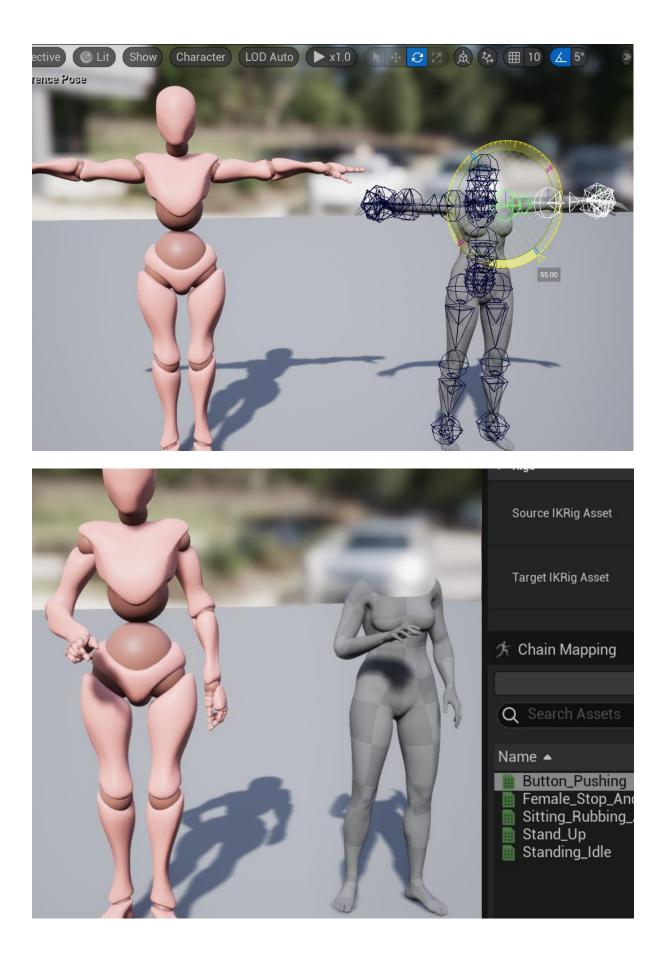






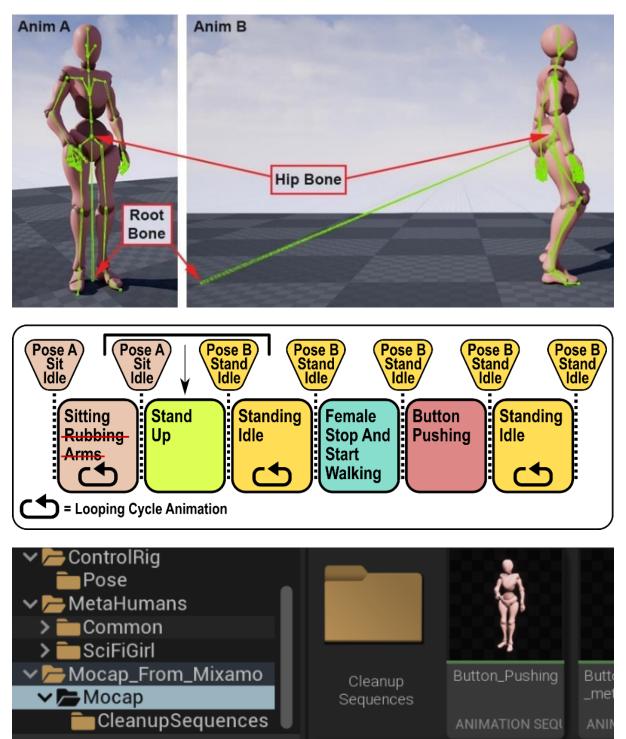
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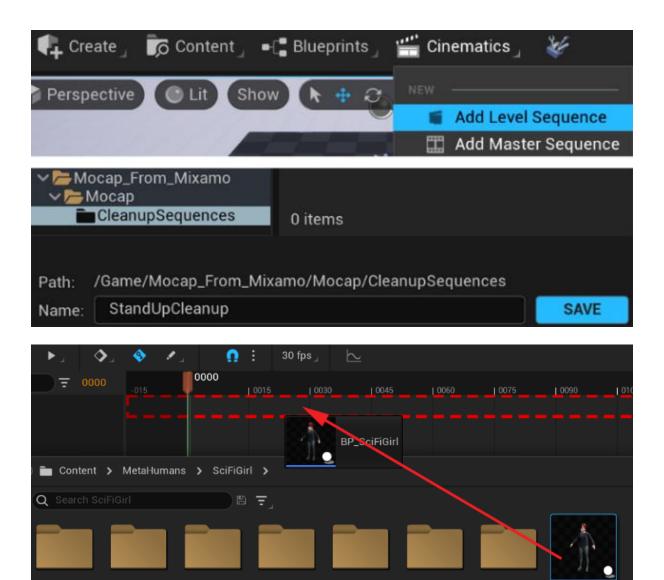




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Chapter 19: Motion Capture Editing and Cleanup Using Control Rig and Sequencer





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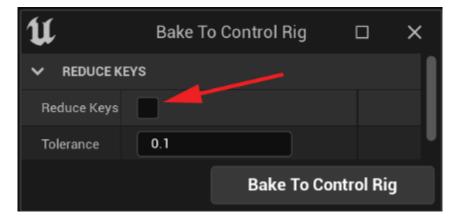
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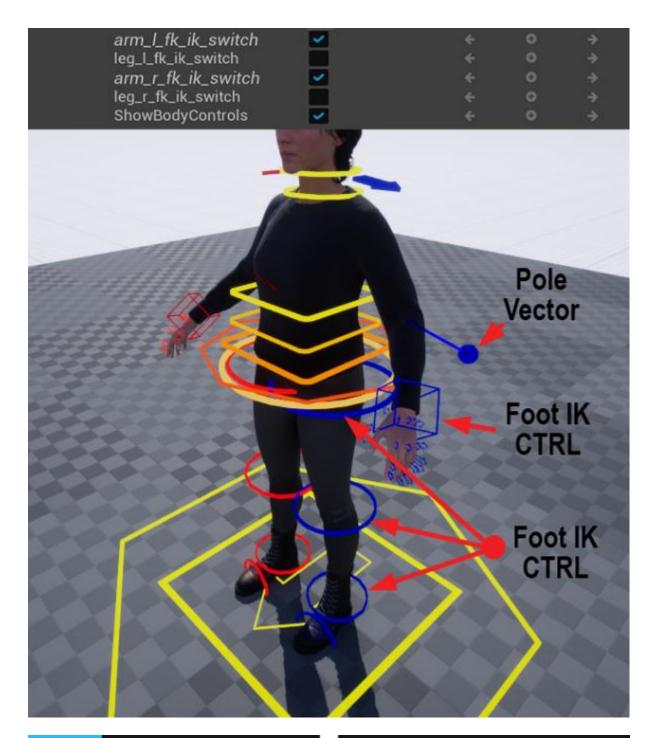


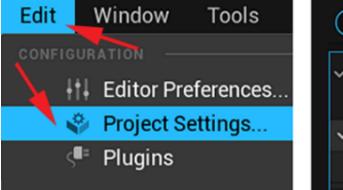
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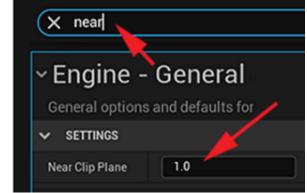
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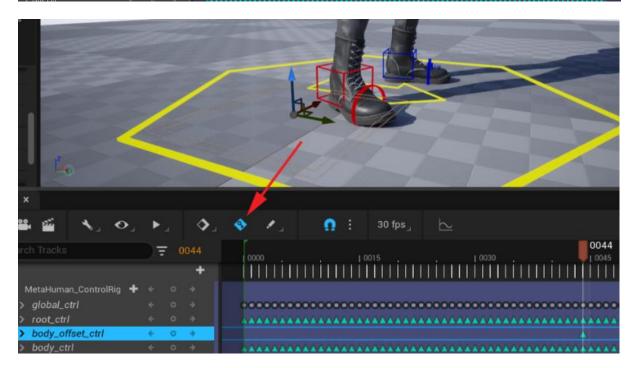


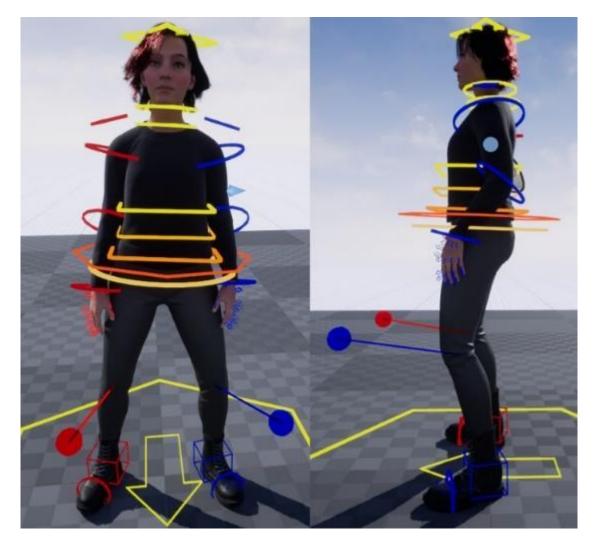




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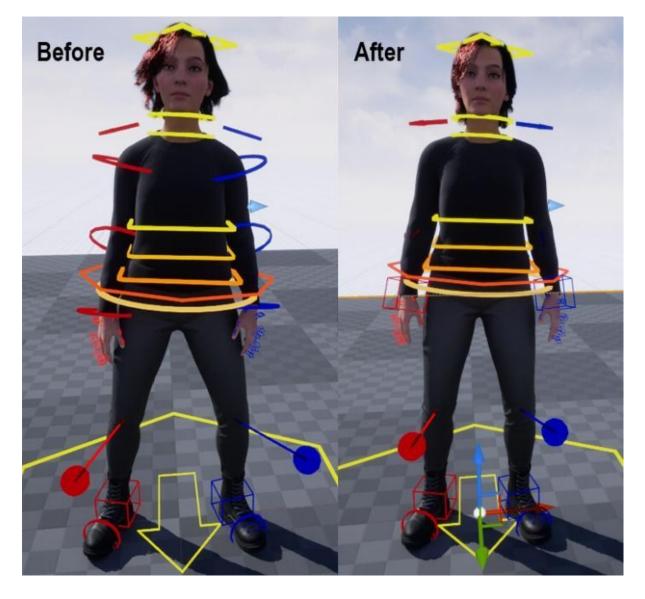


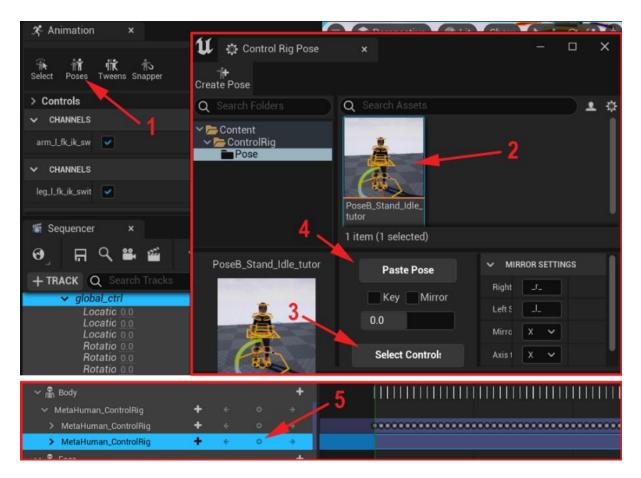


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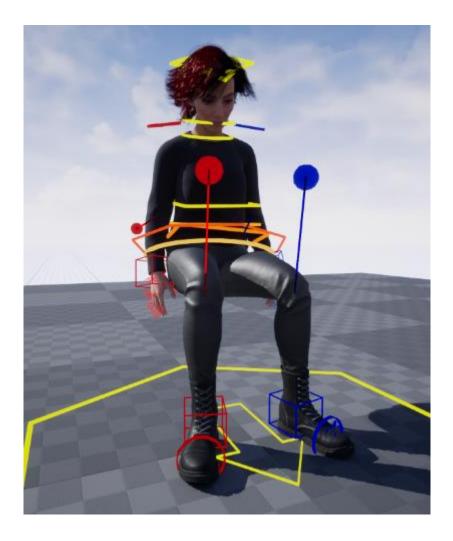
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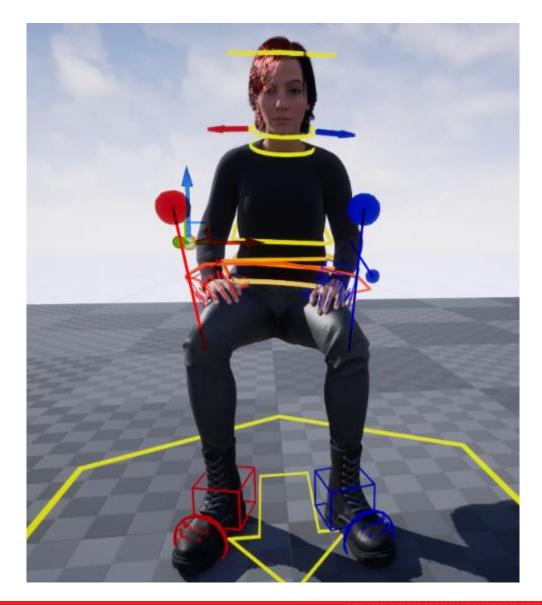
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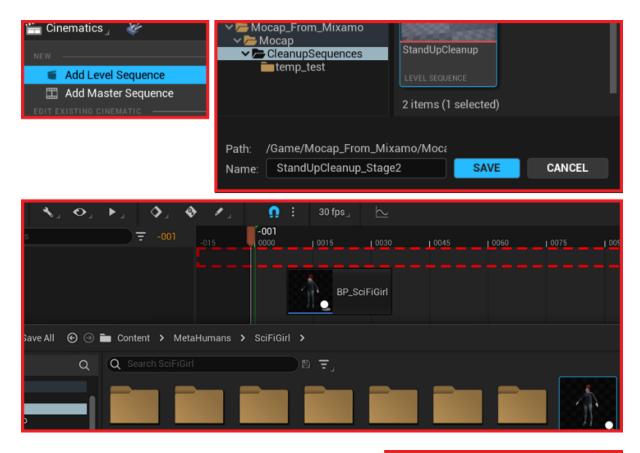


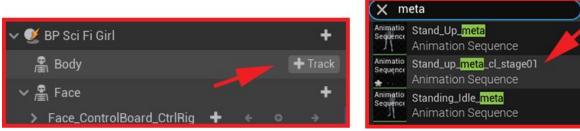
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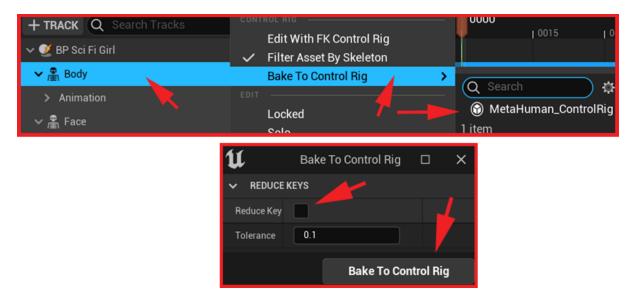




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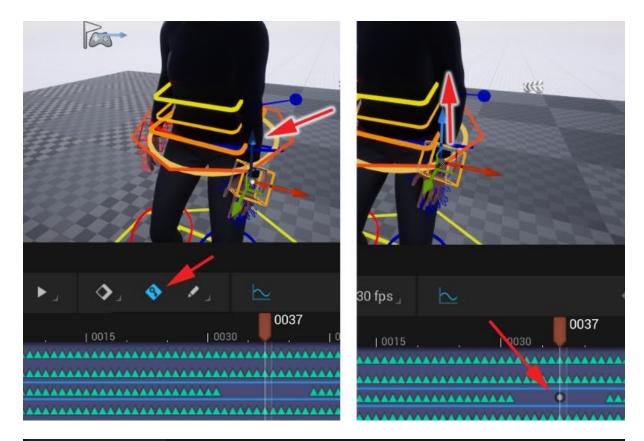


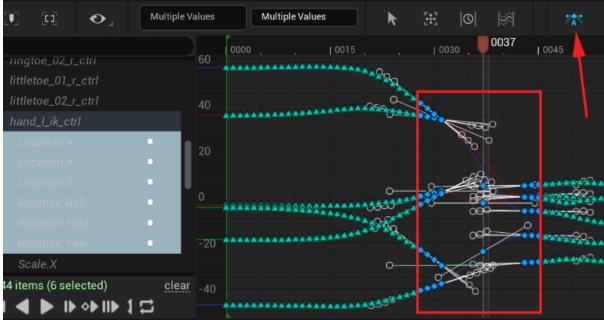


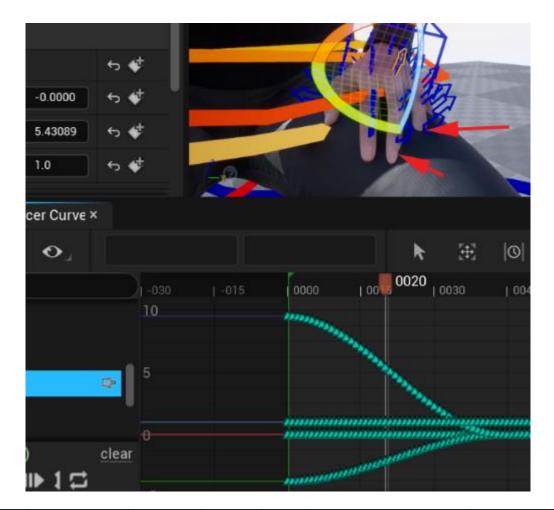


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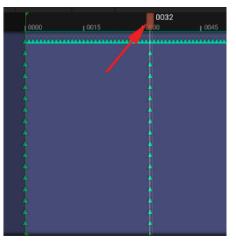






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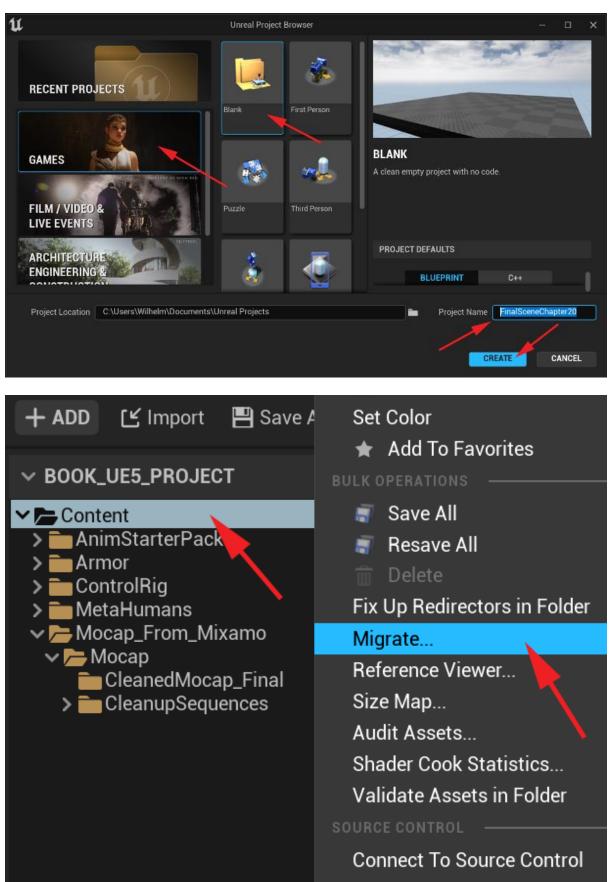


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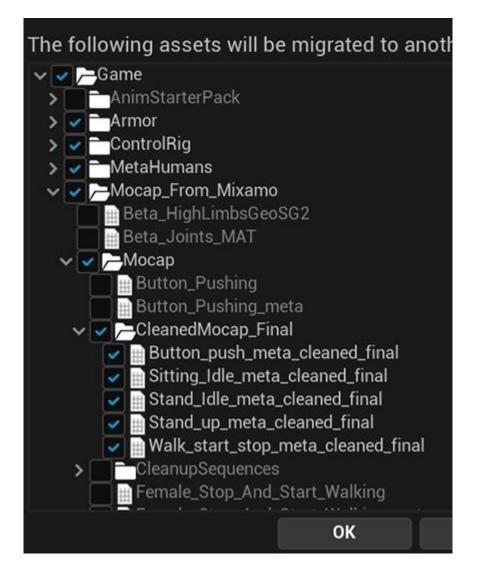
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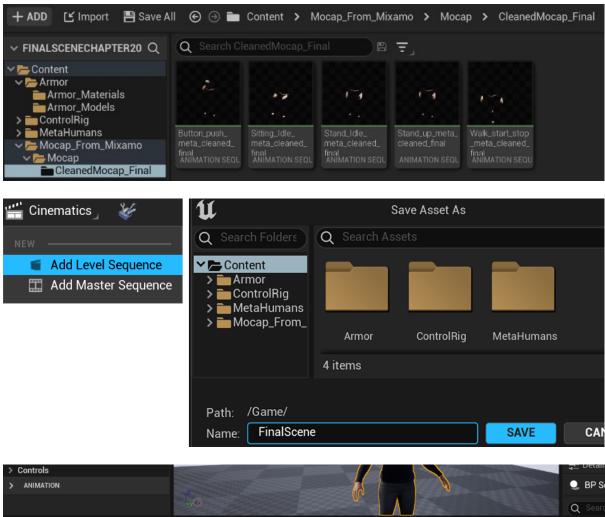
Chapter 20: Using Sequencer to Construct Your Final Scene



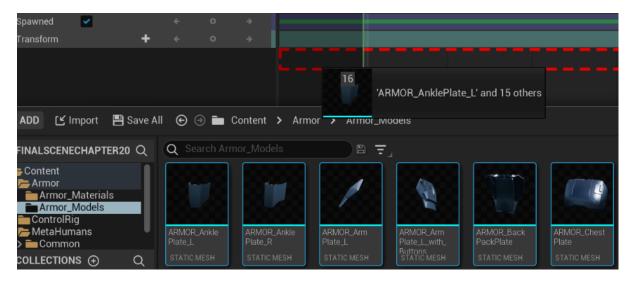
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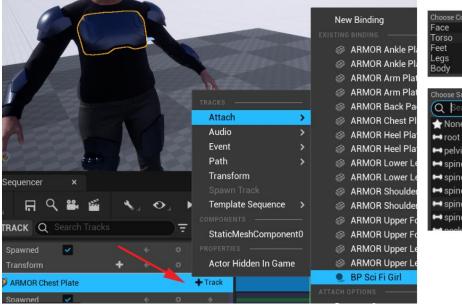
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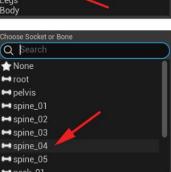
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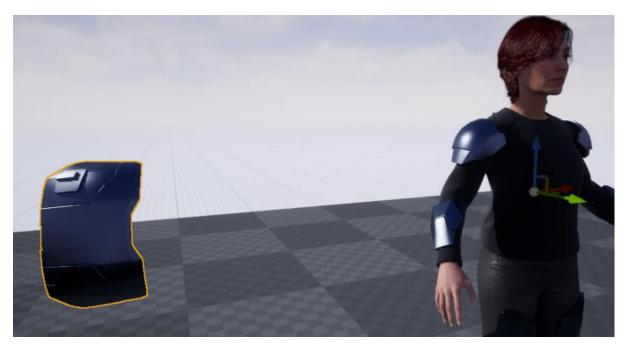


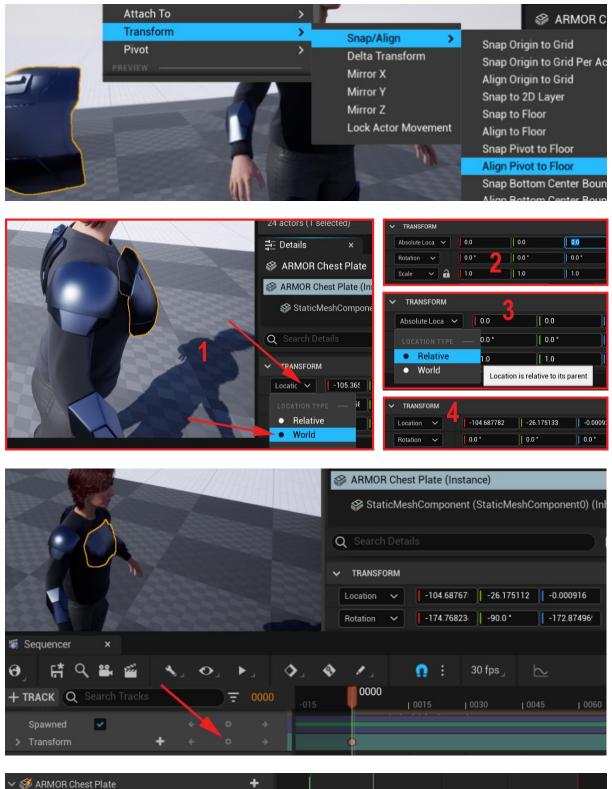
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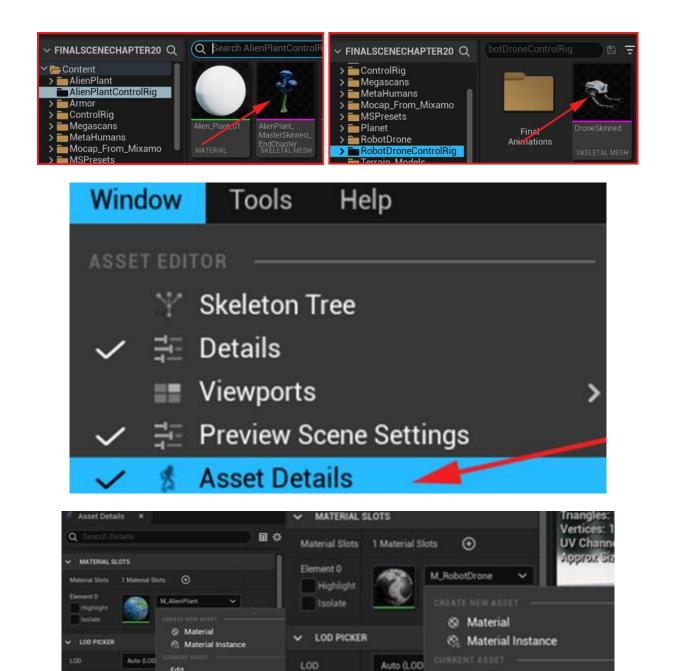








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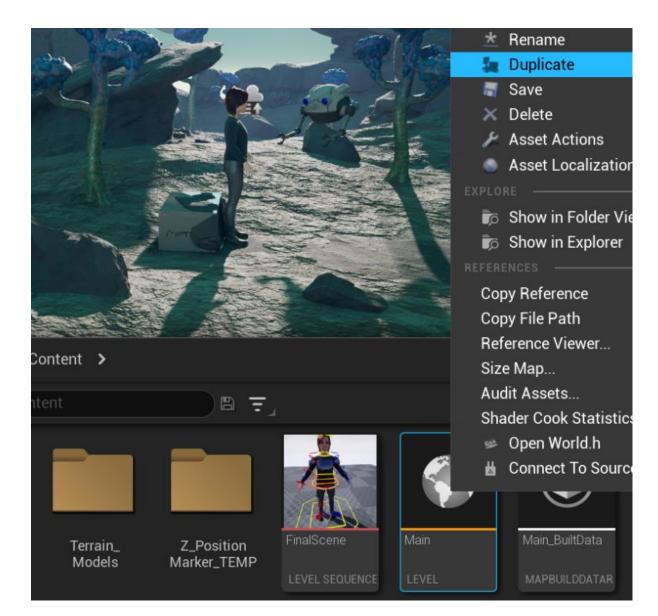
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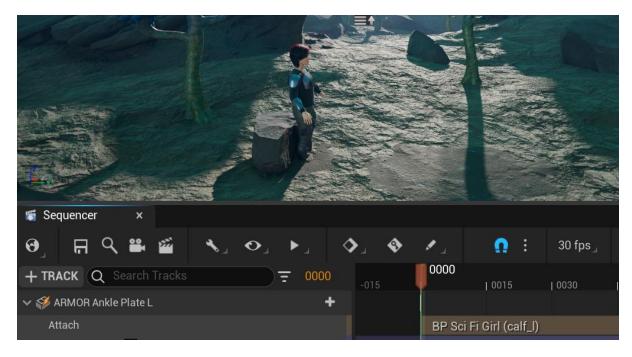
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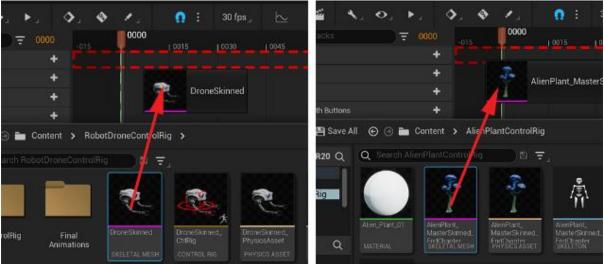
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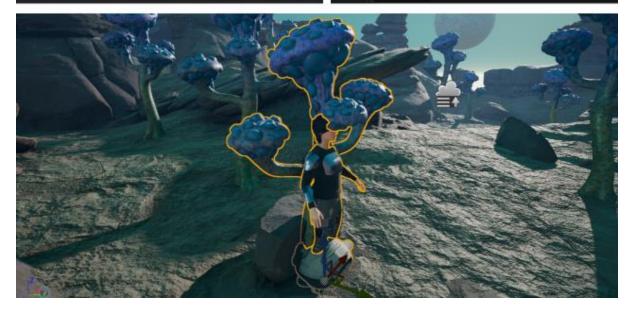
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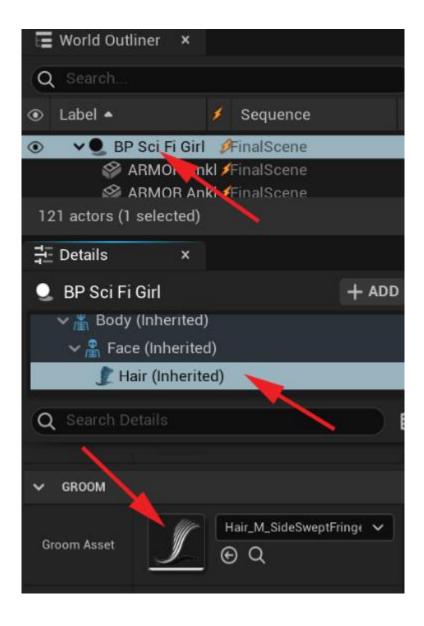


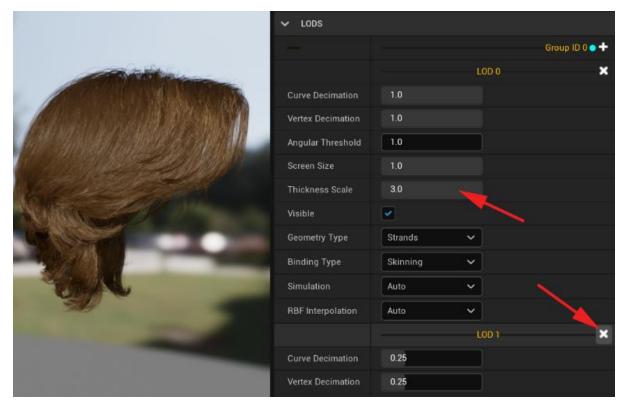




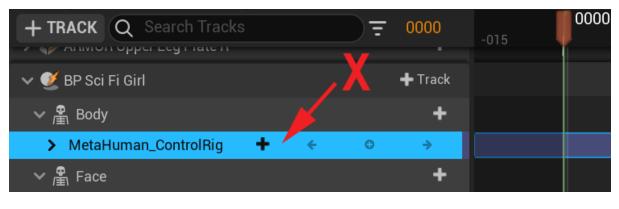


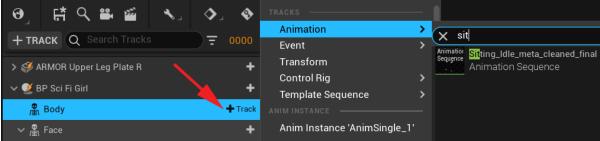




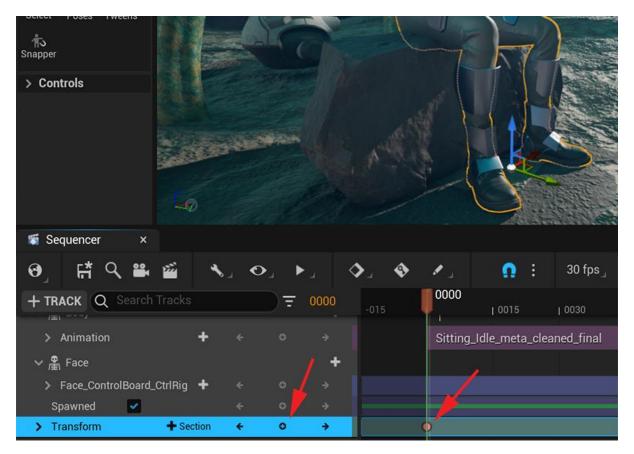














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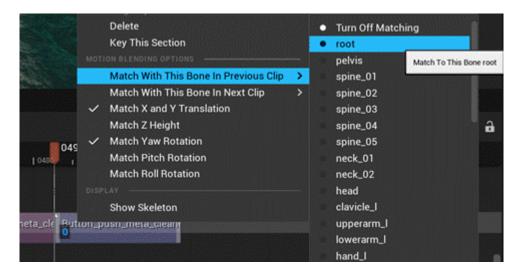
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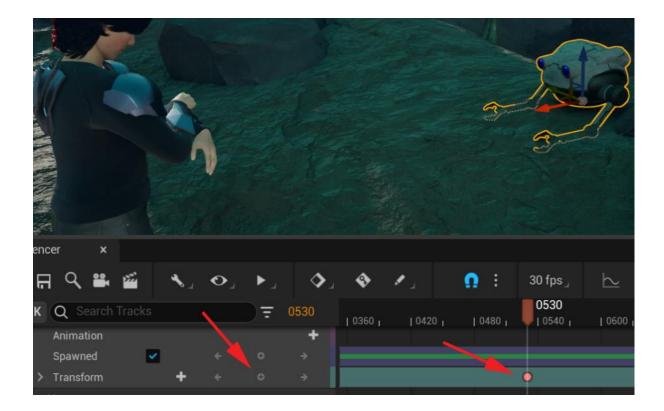
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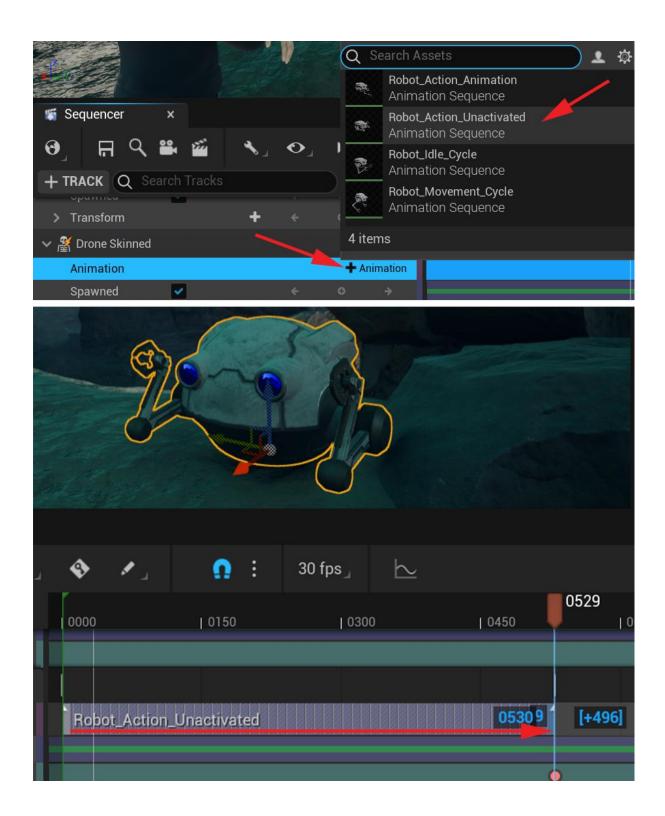


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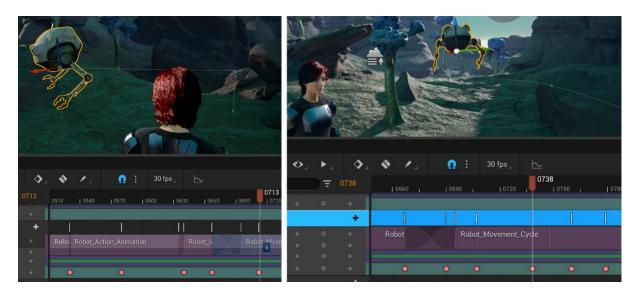
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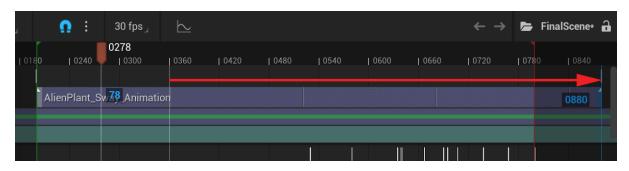


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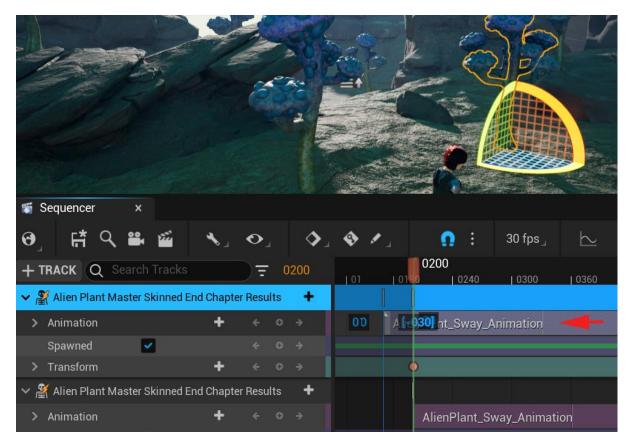
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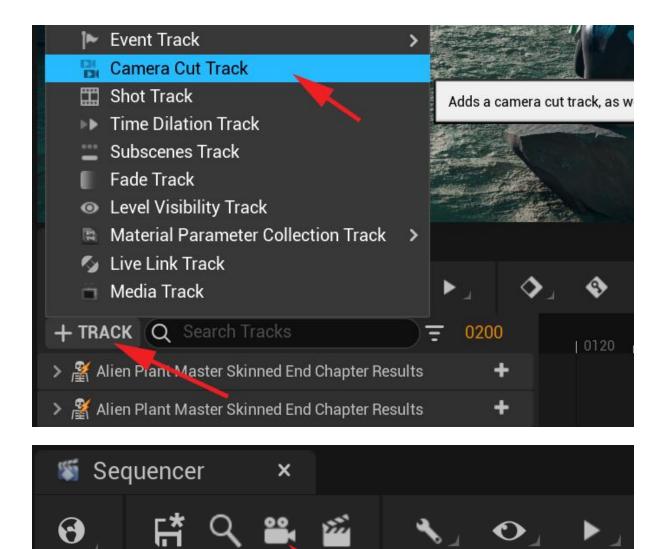
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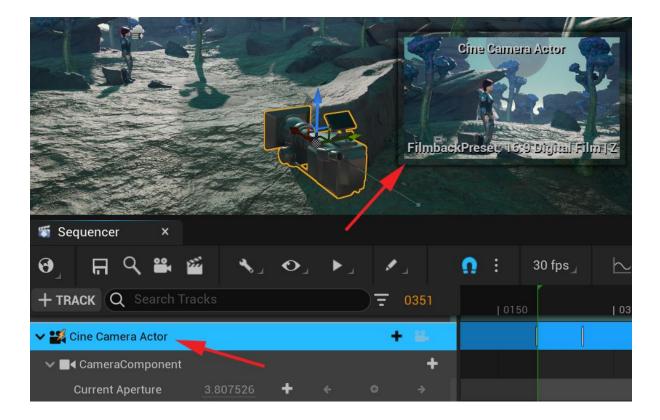
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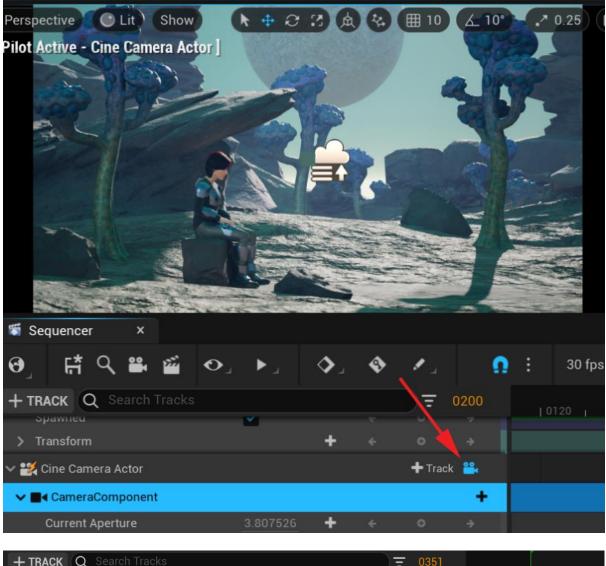
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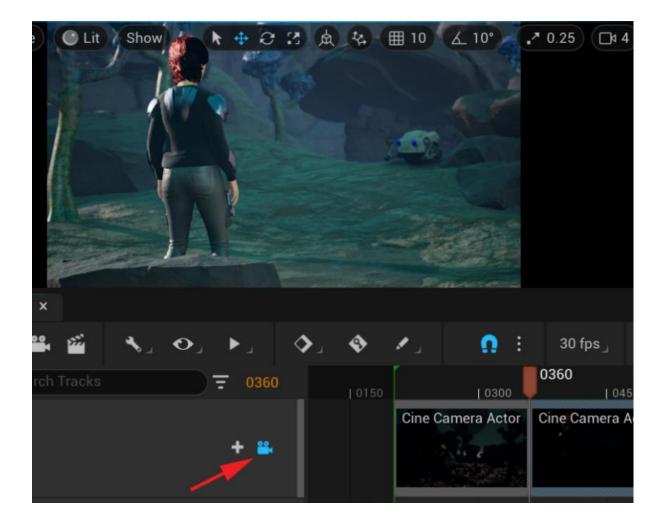
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