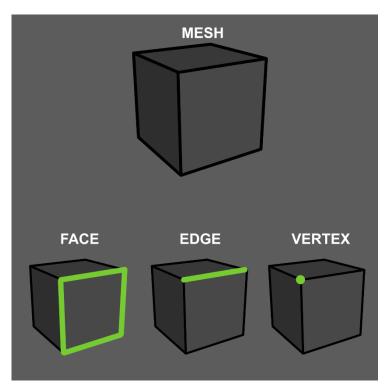
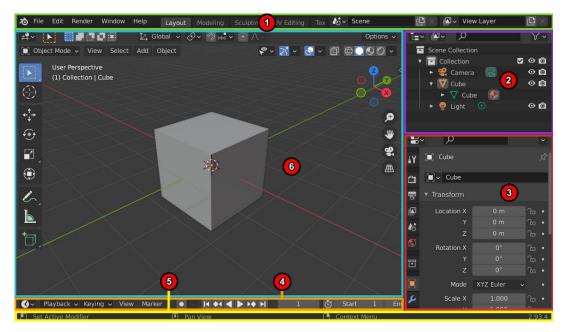
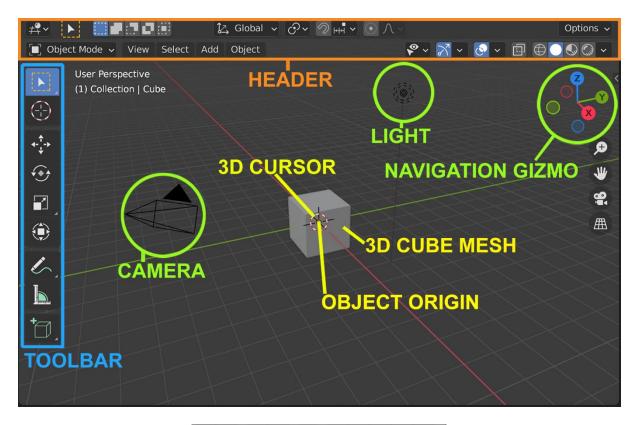
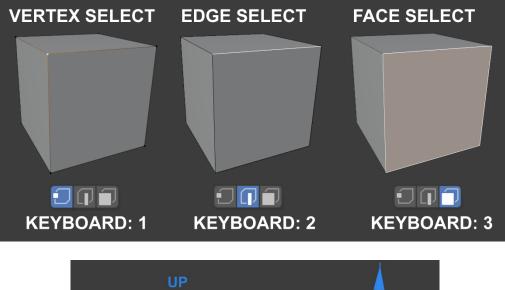
## Chapter 1: Introduction to Blender's 3D Modeling and Sculpting Tools



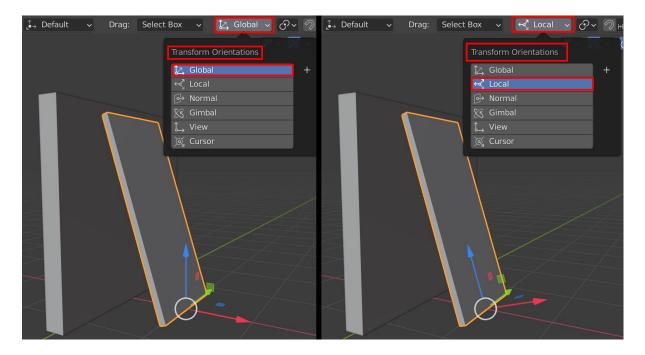


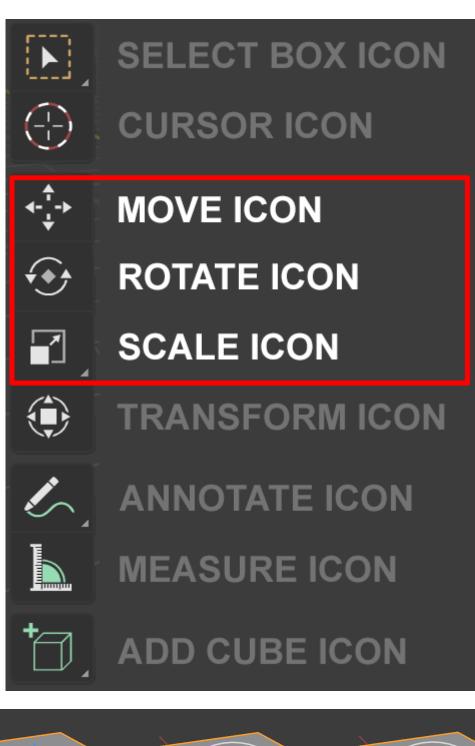


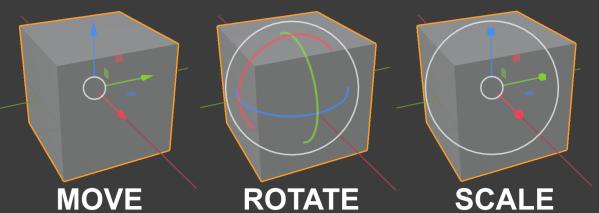
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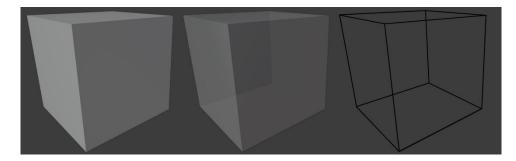


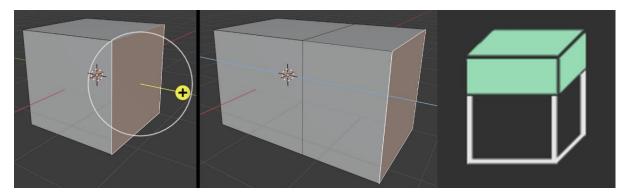


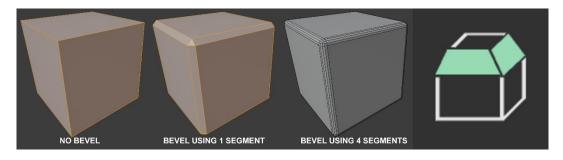


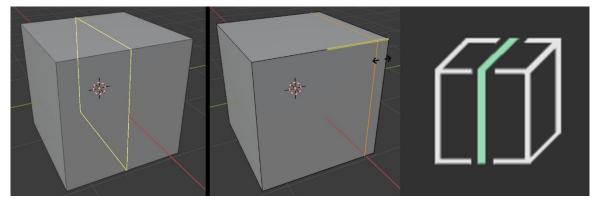


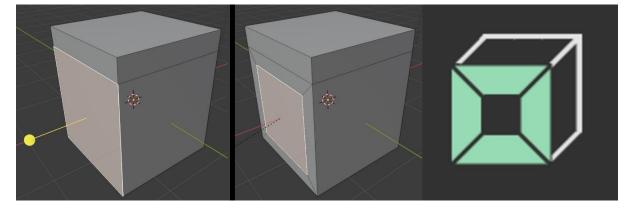


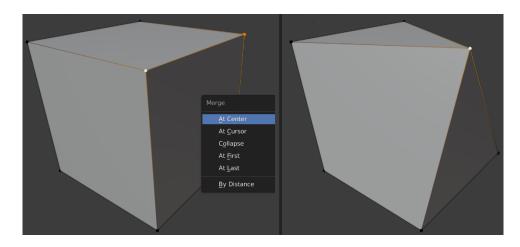


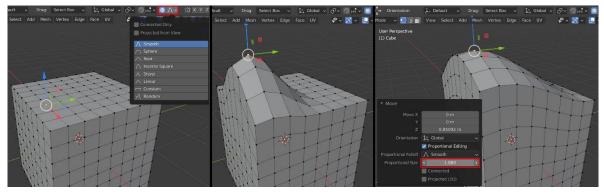




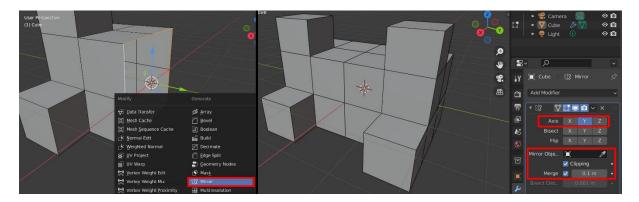


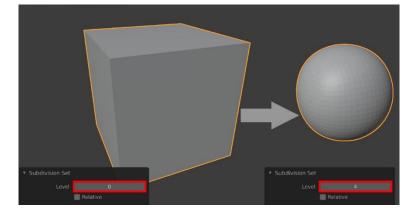


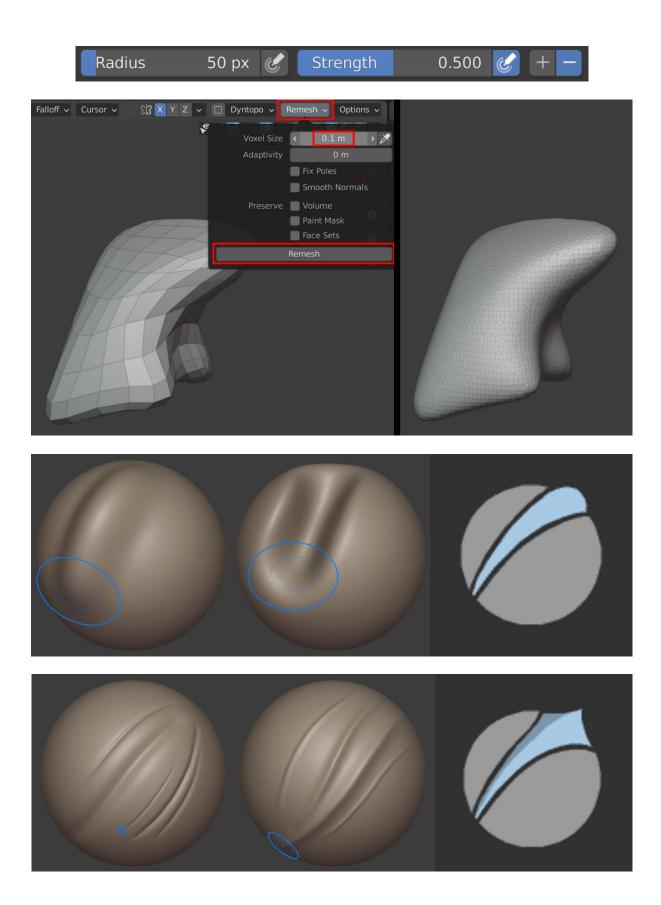


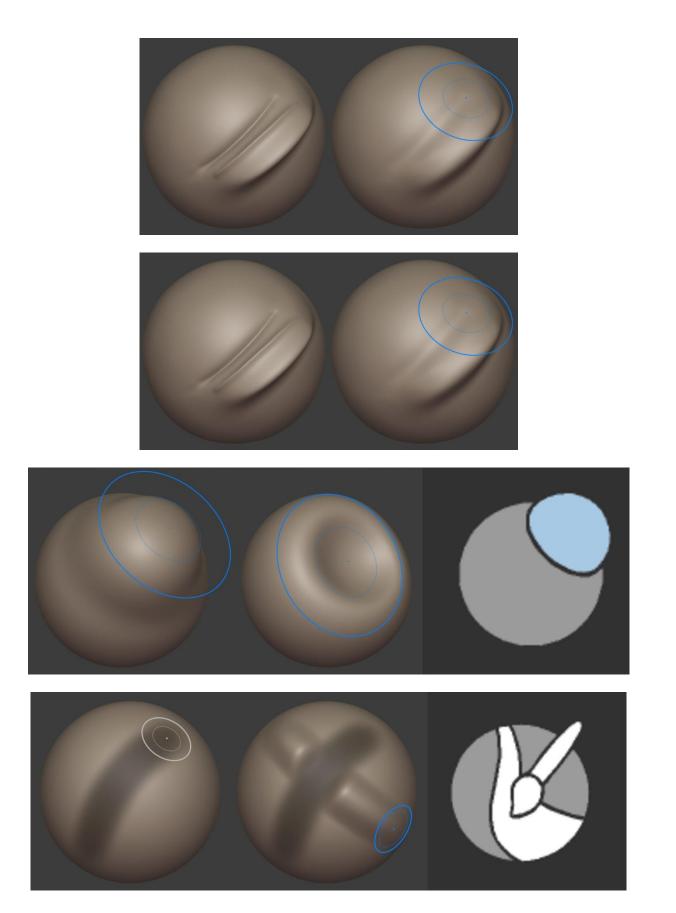


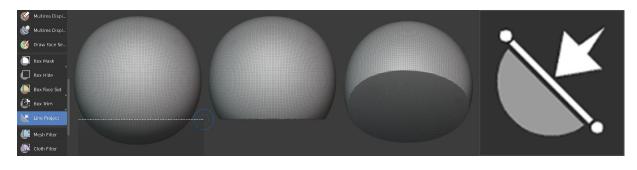








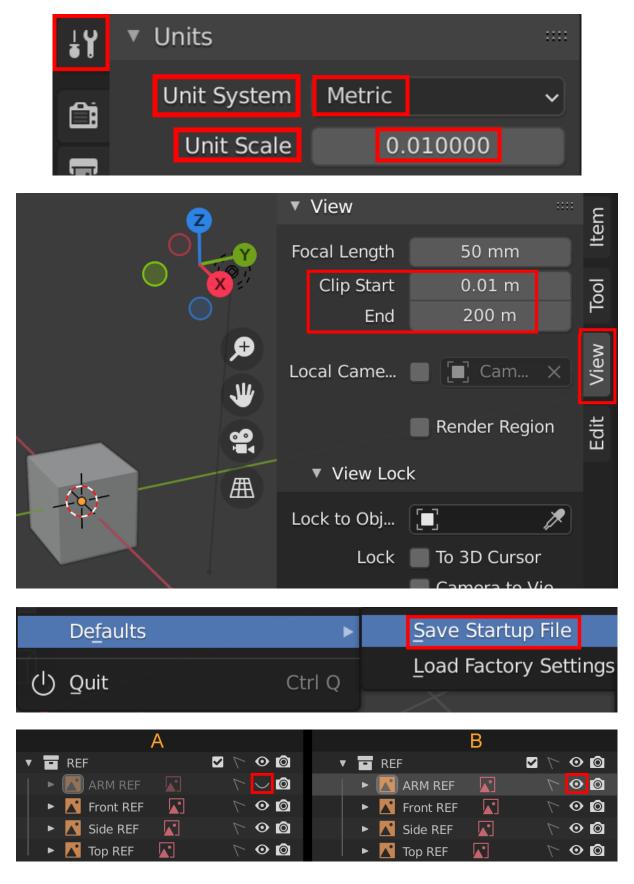




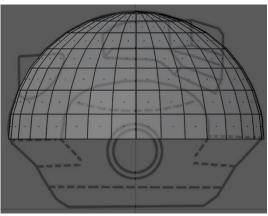


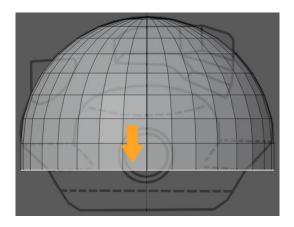


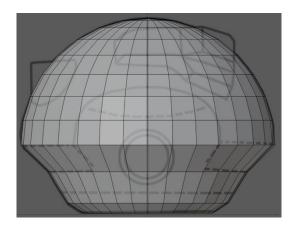
## **Chapter 2: Modeling a Robot Drone Character**

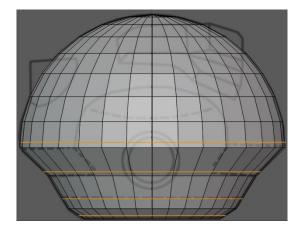


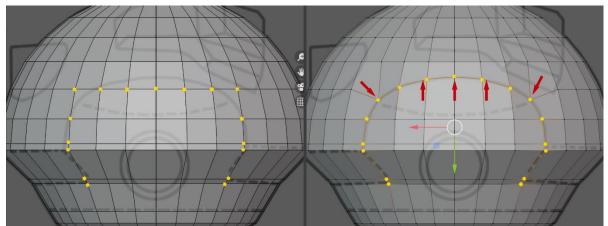


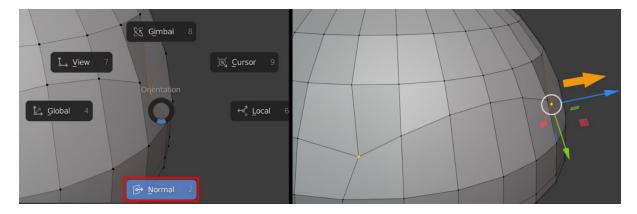


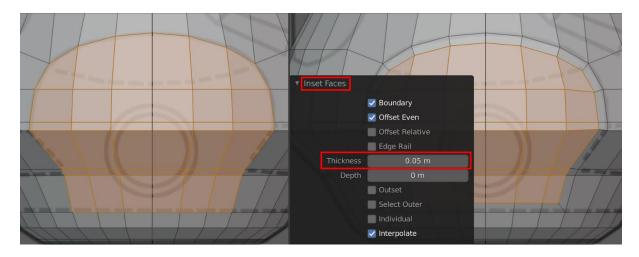


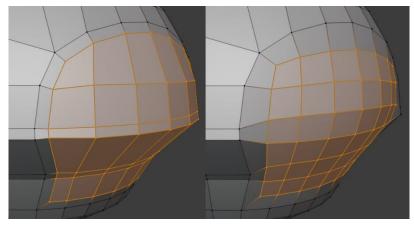


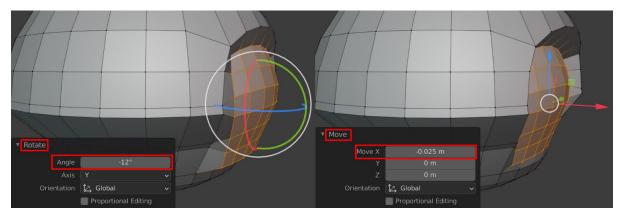


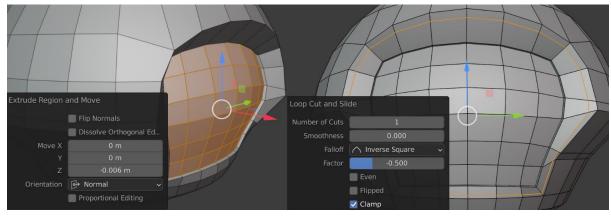




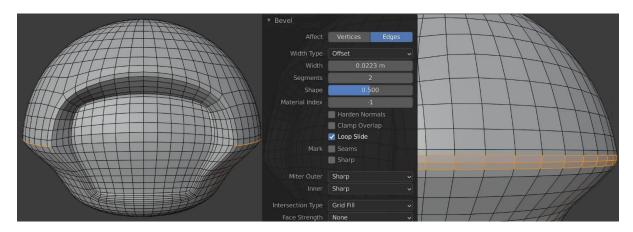


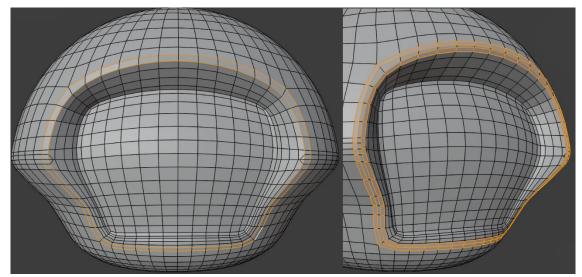


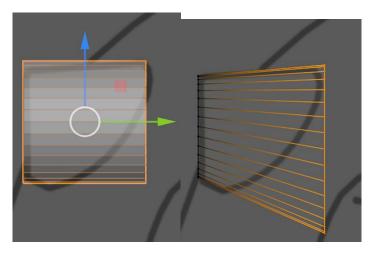


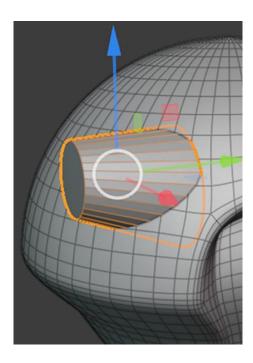


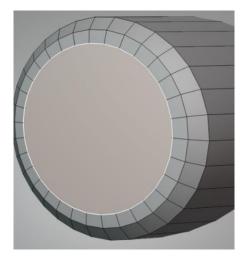
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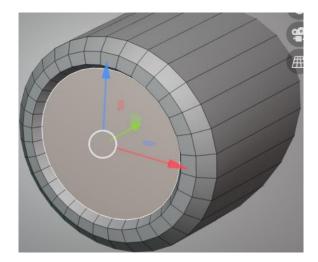


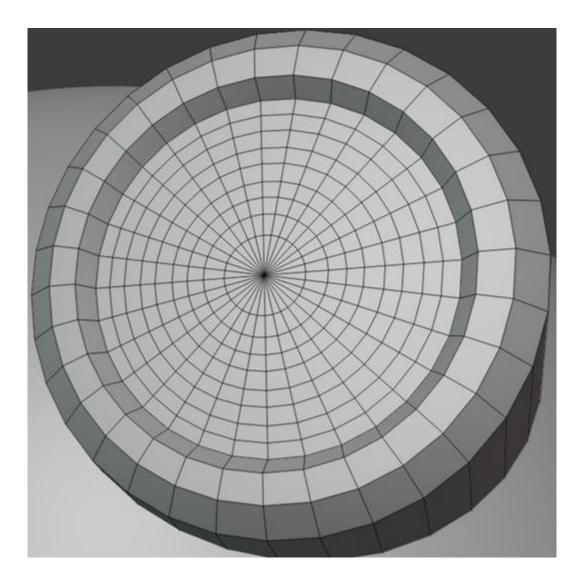


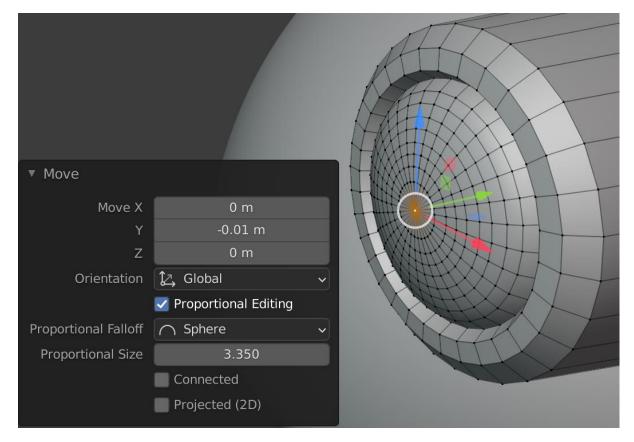


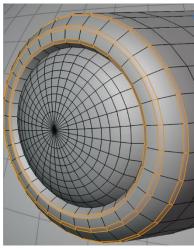


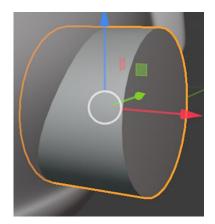


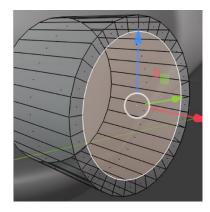


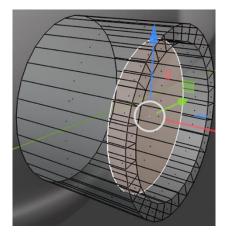


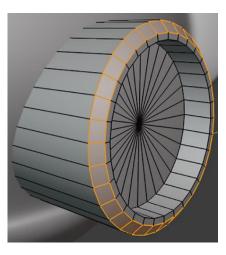


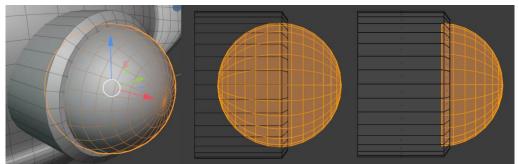


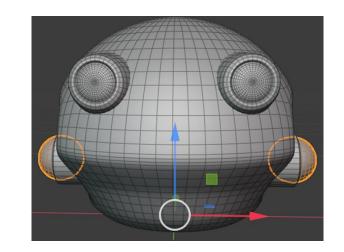


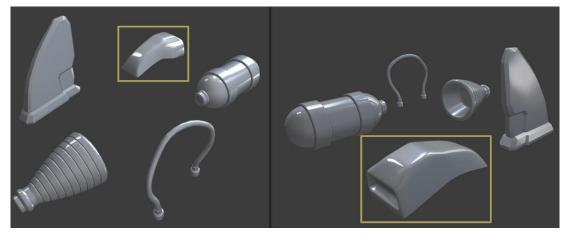


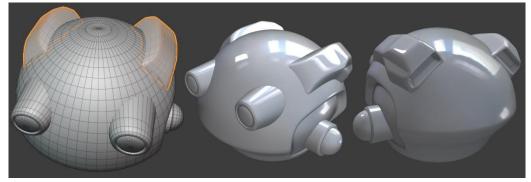


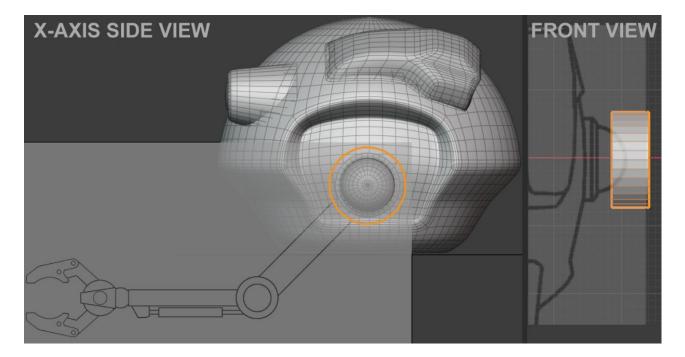


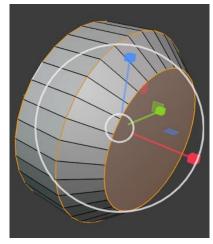


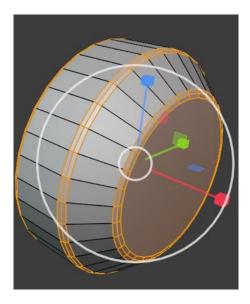




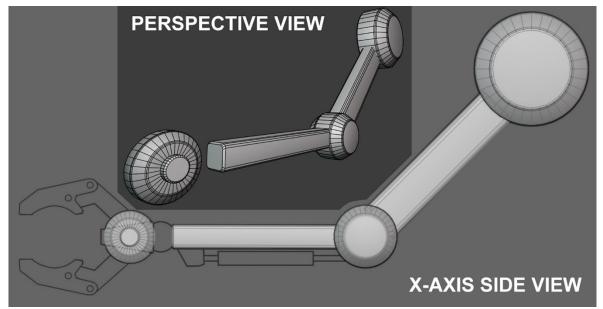


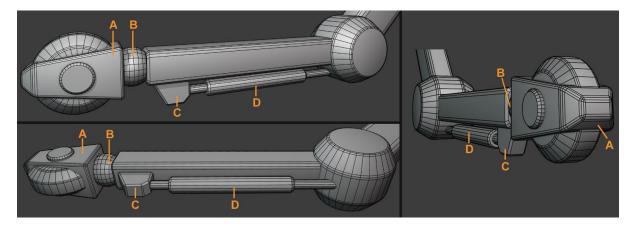


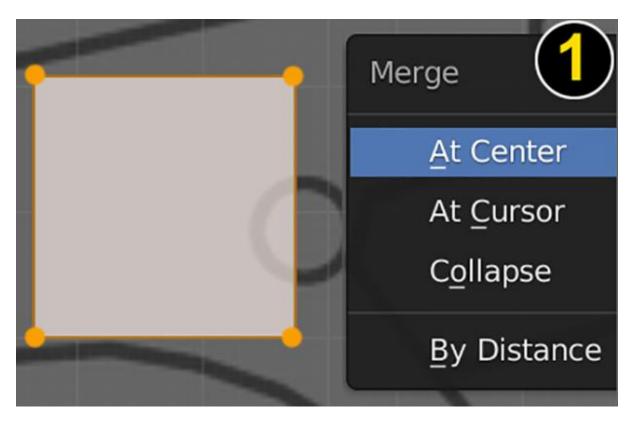




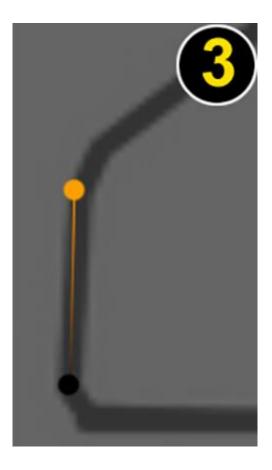


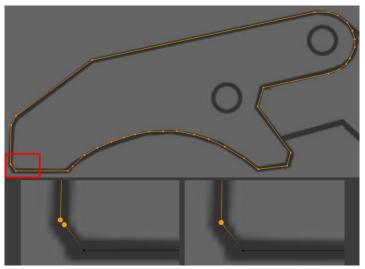


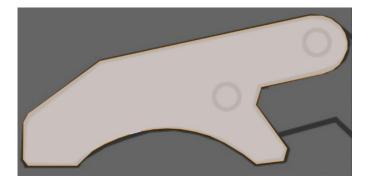


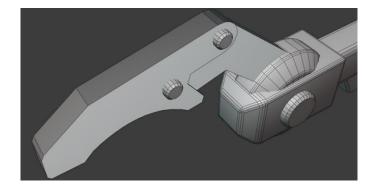


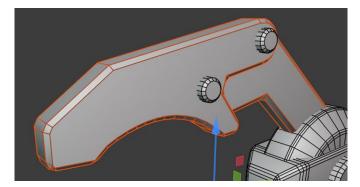


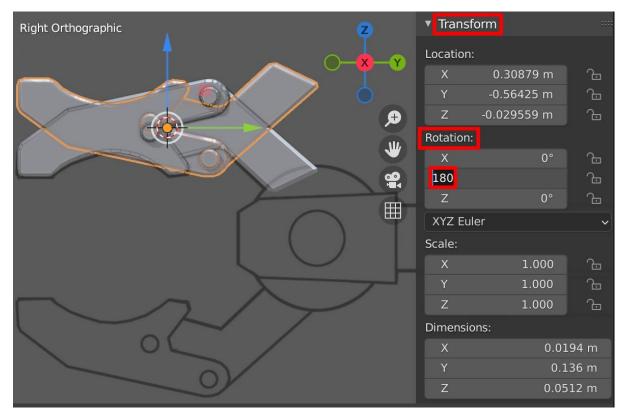


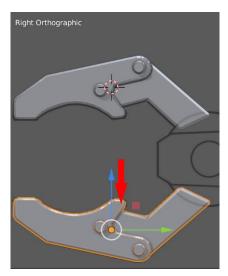


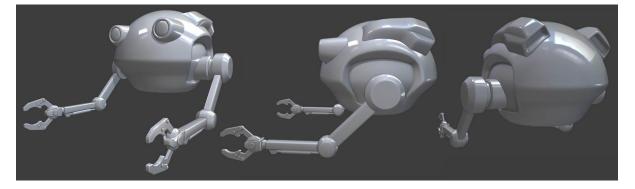




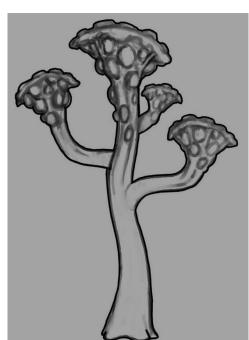




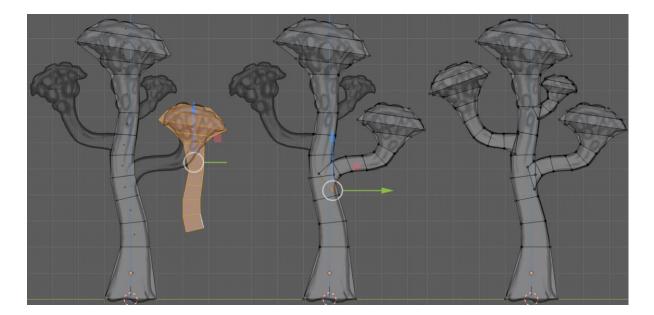


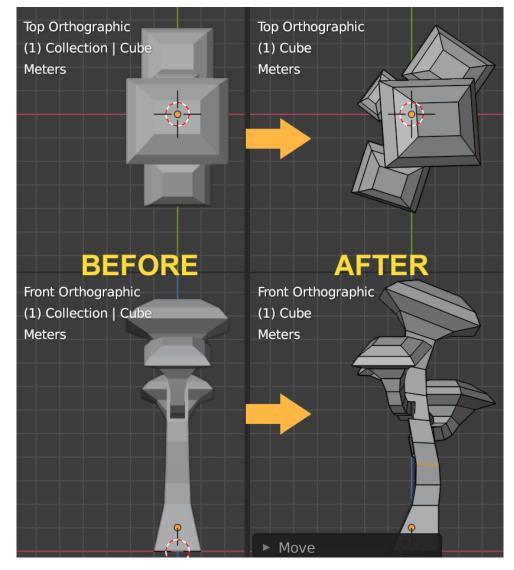


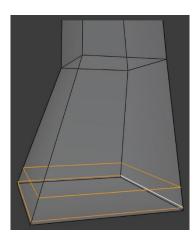
## Chapter 3: Let's Sculpt an Alien Plant!

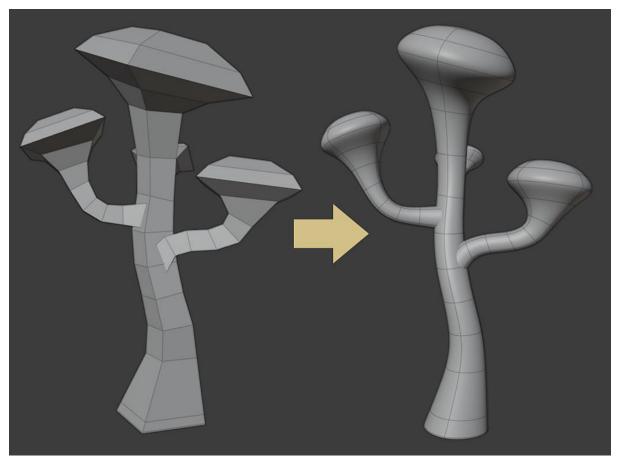


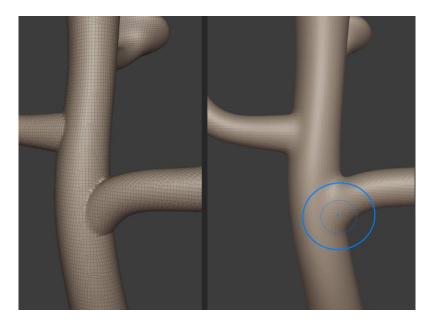


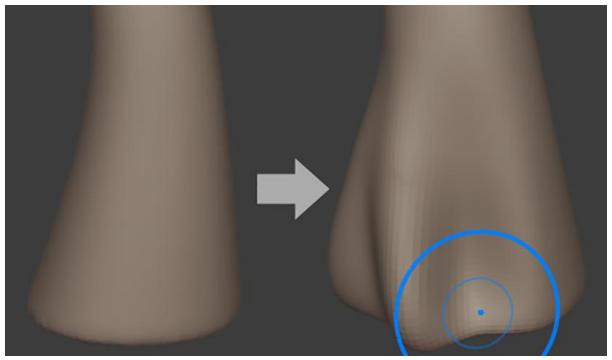


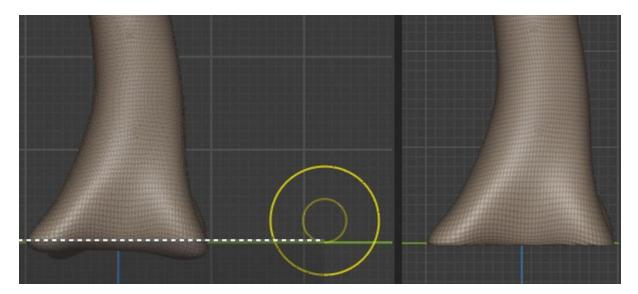




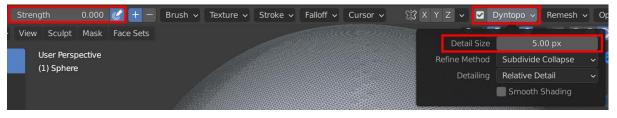


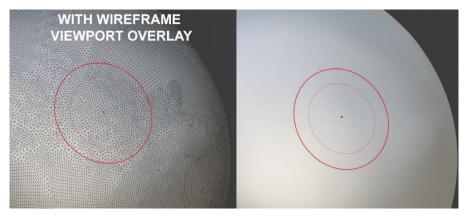


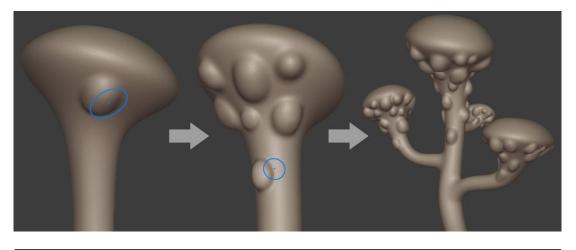


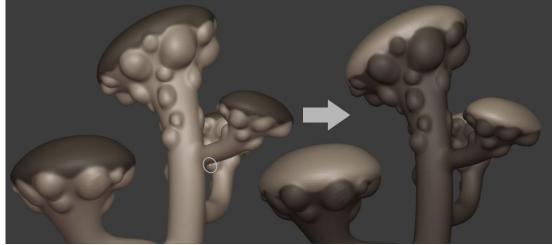


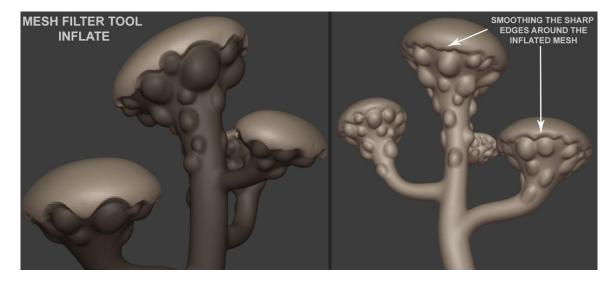


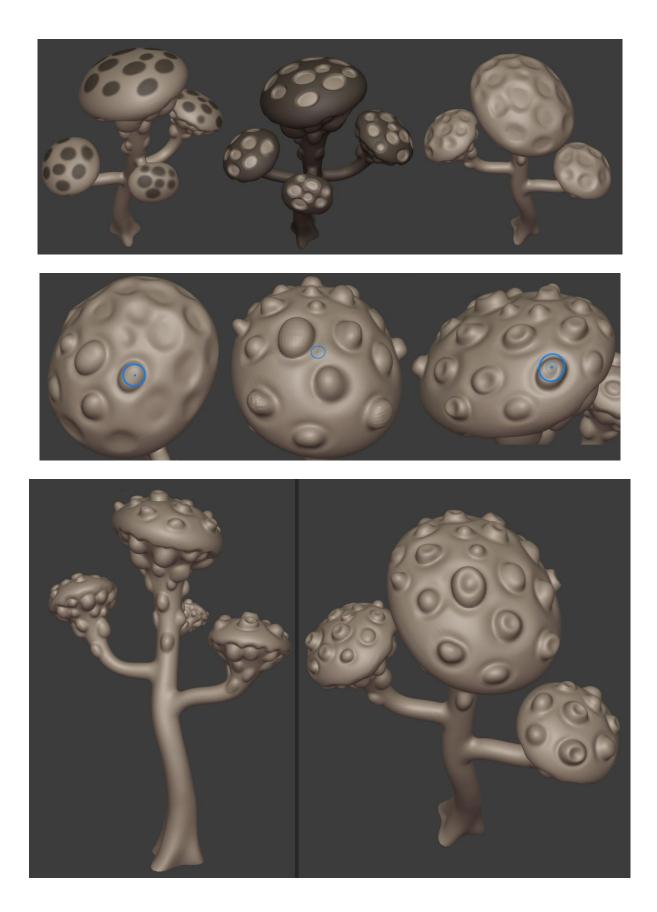


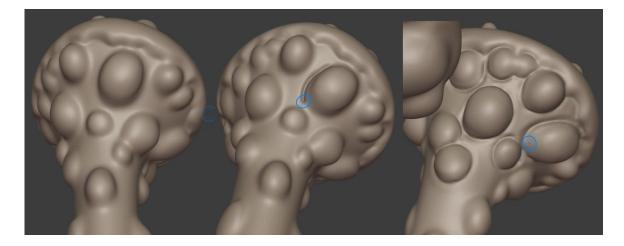


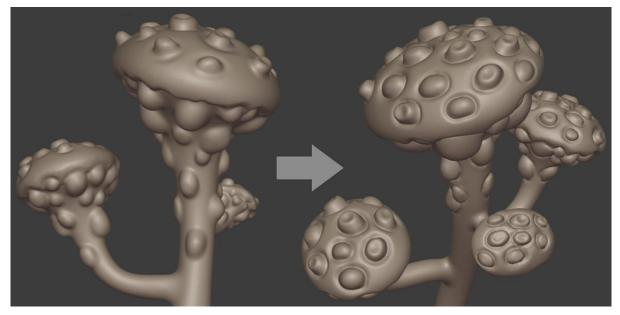


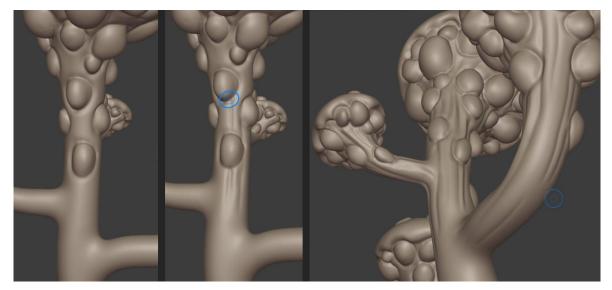






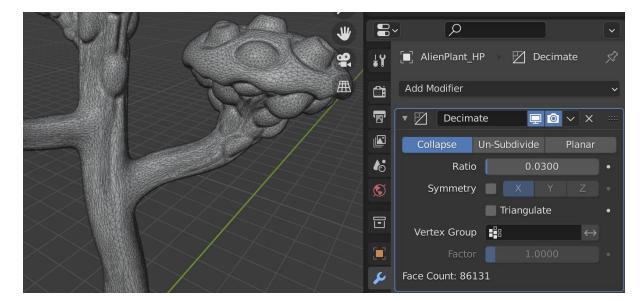


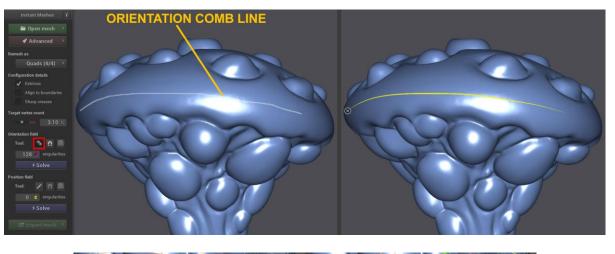


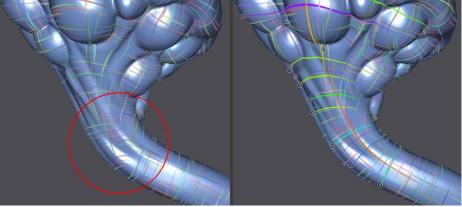


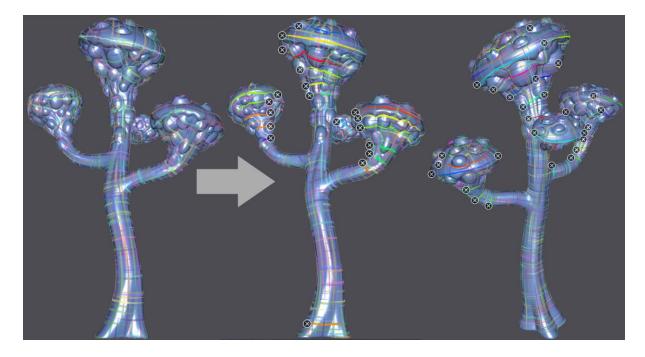


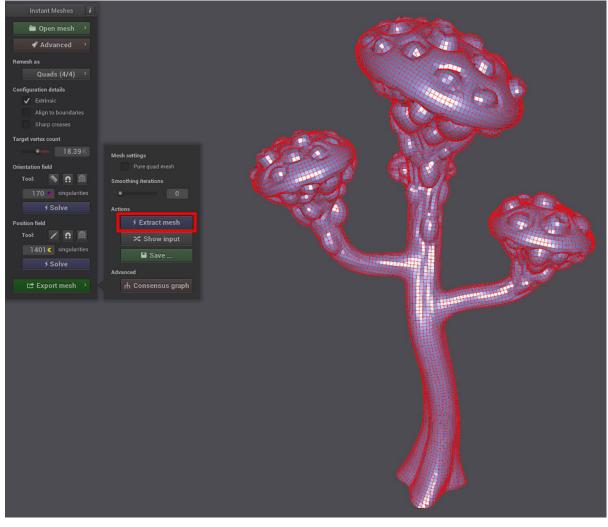
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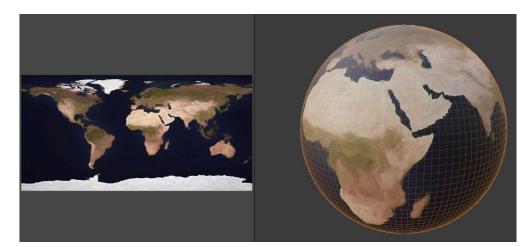


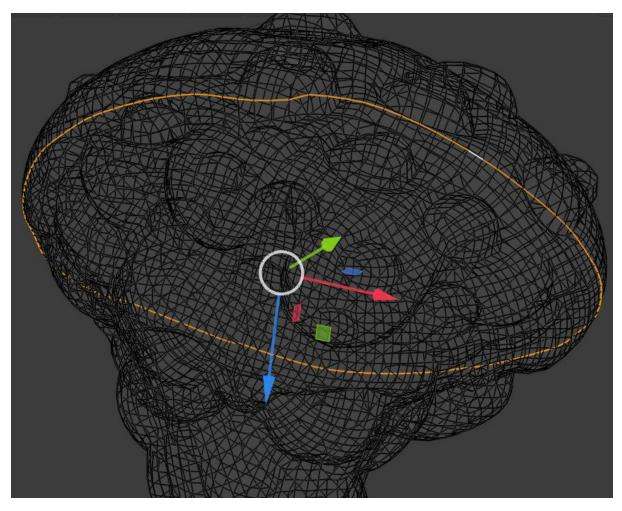




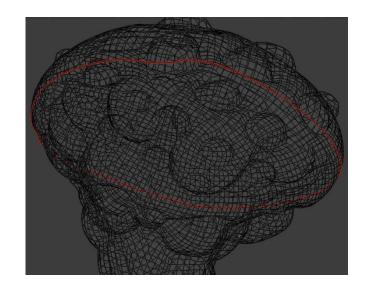


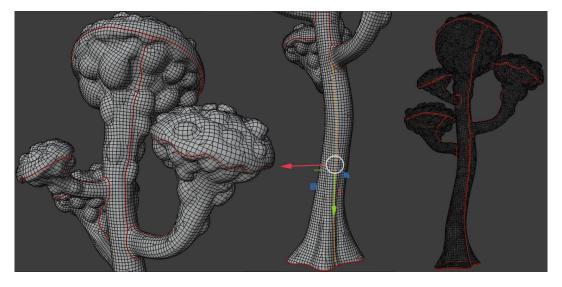
# Chapter 4: UV Maps and Texture Baking

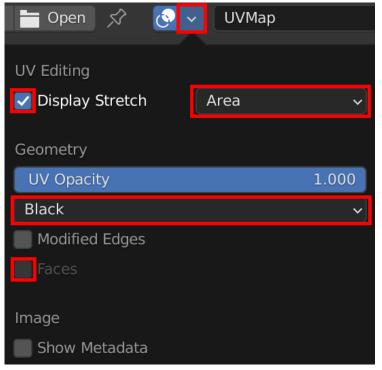


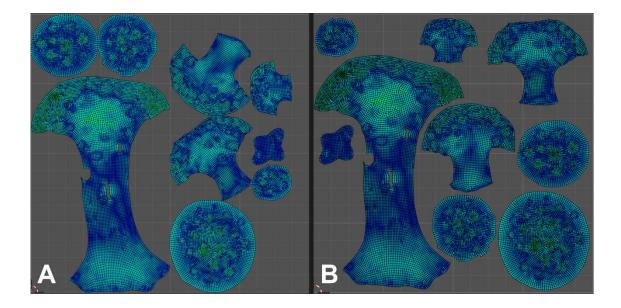


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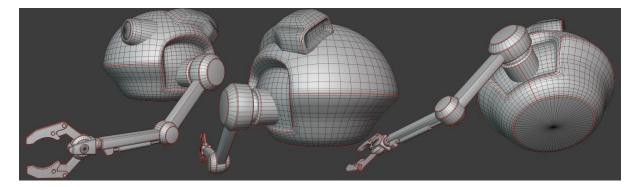


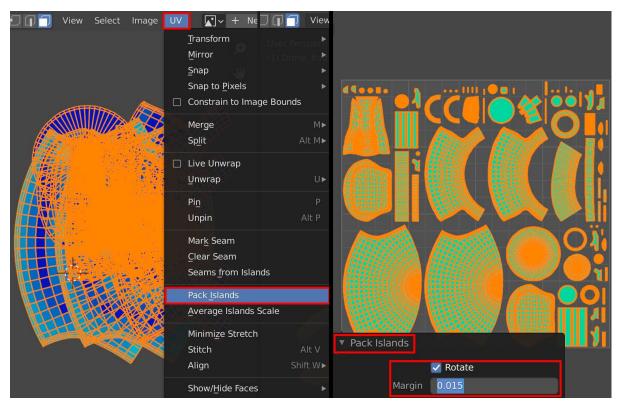


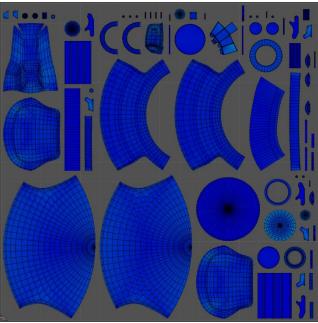


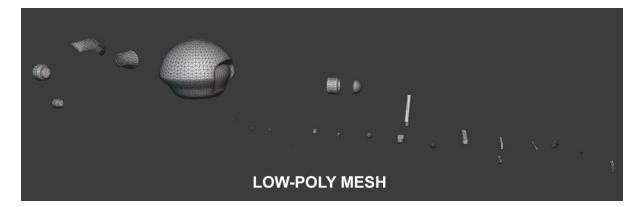


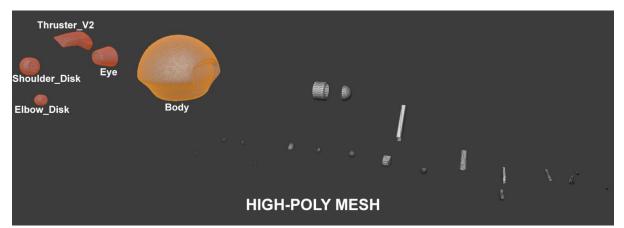
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Radiosity normal map				
Bake highpoly's vertex colors				
Curvature map				

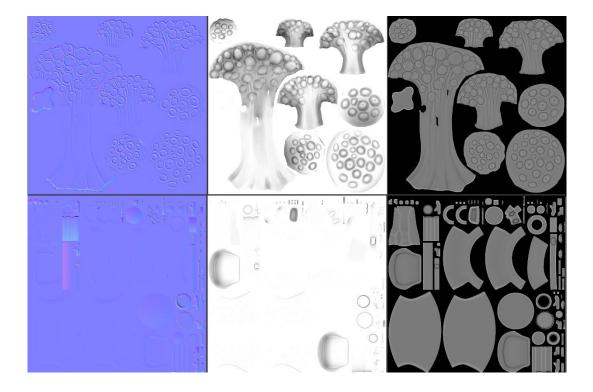
#### \*N Normal map

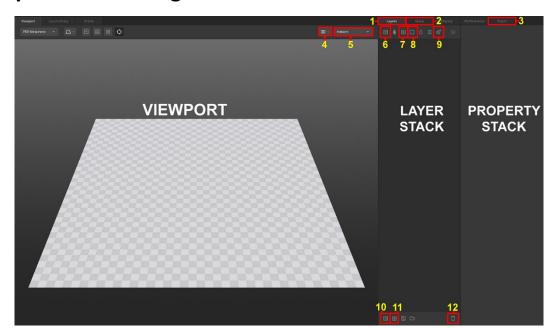
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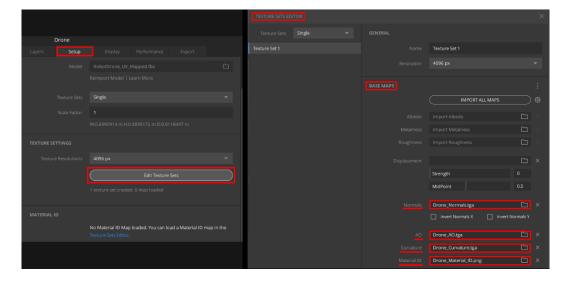
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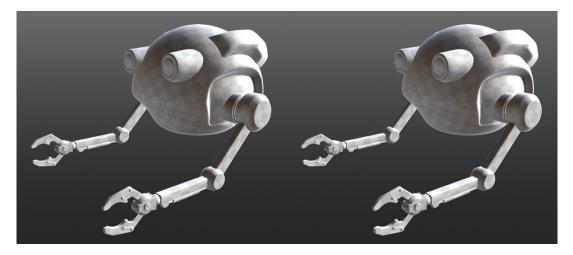




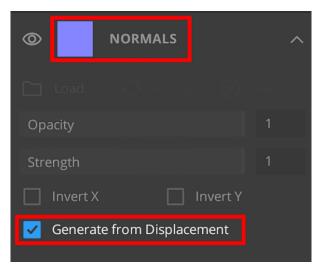
### **Chapter 5: Texturing Your Models inside Quixel Mixer**

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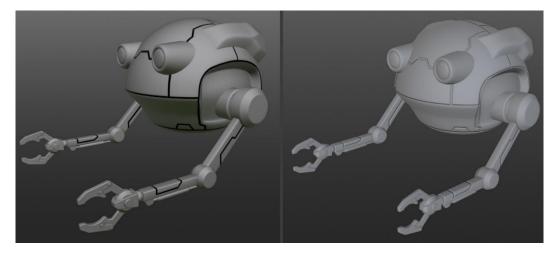


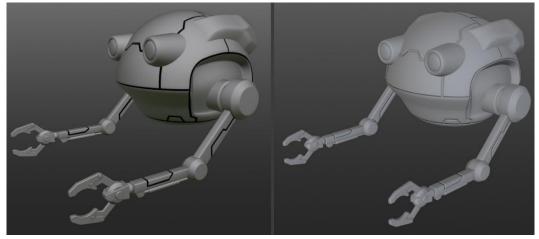


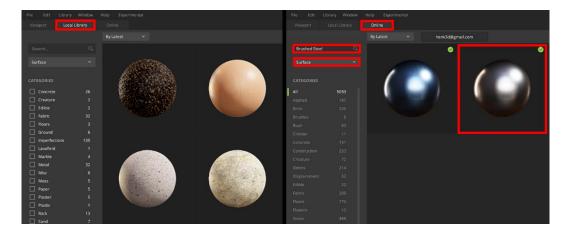
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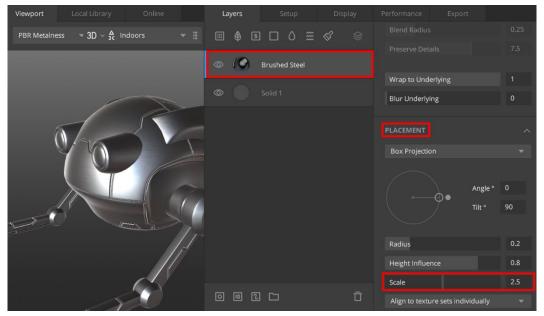


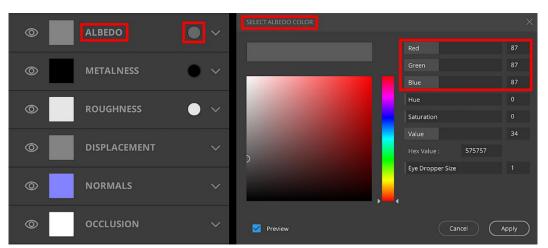
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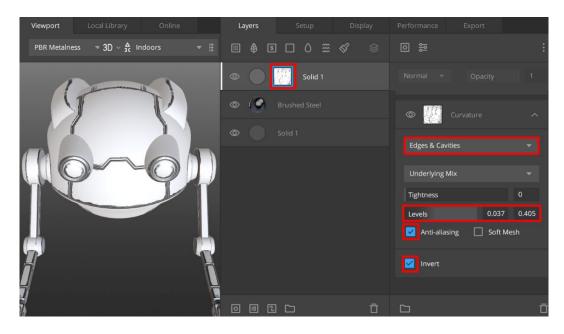




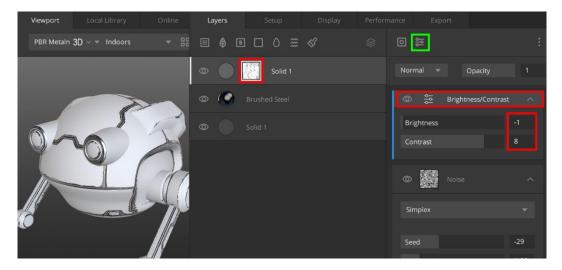


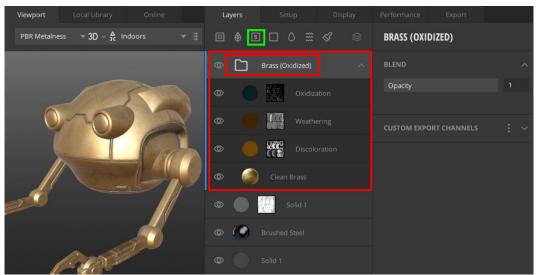


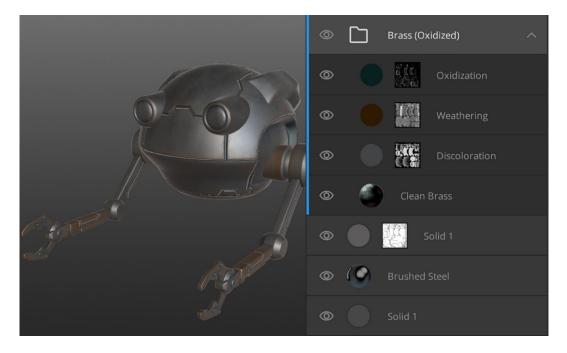
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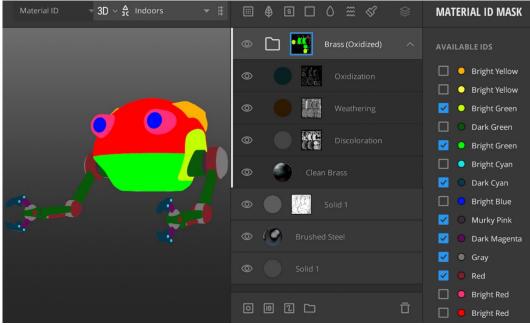


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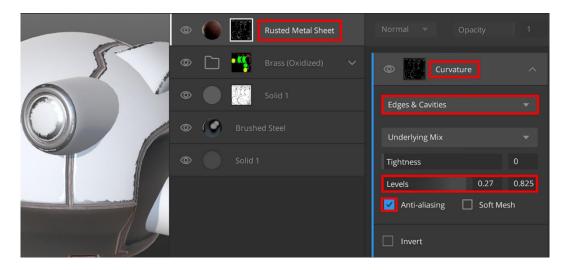


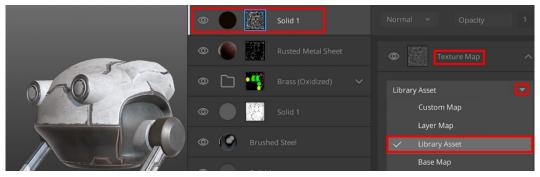




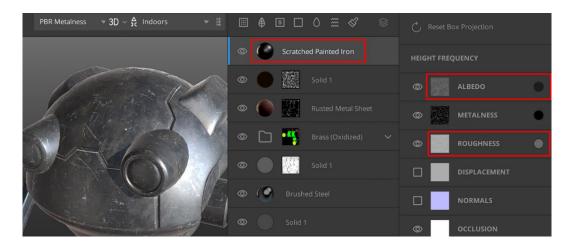


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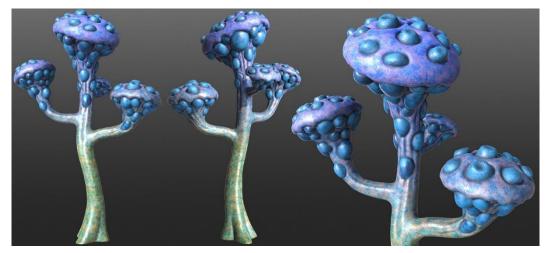


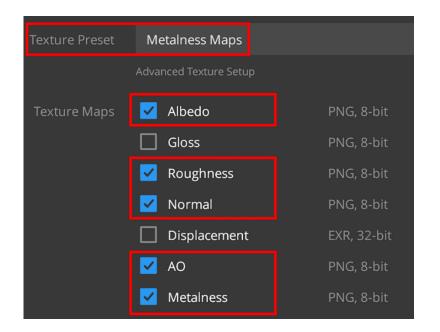


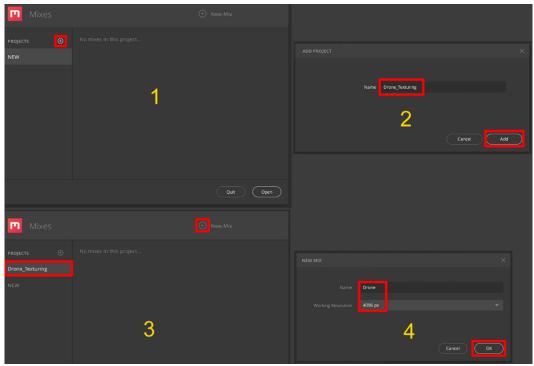




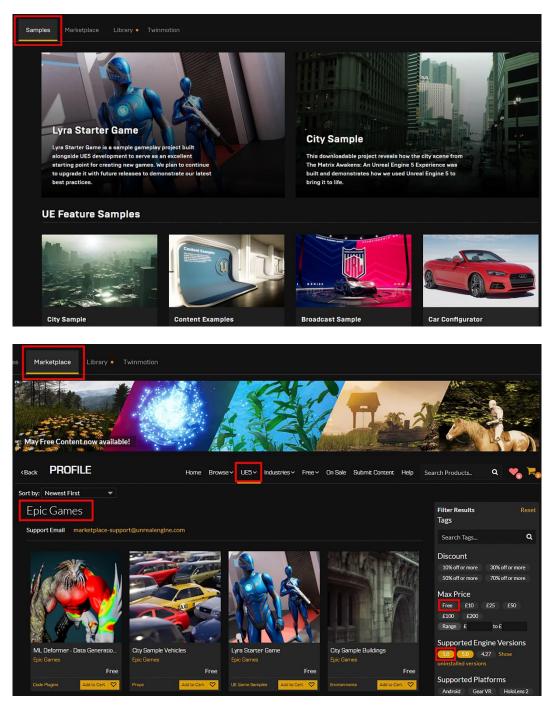


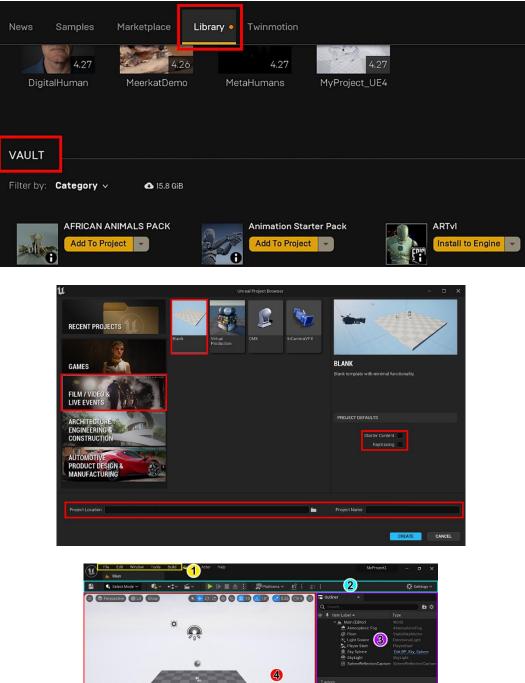


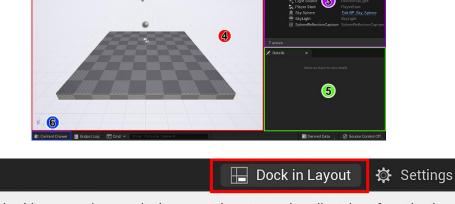




### **Chapter 6: Exploring Unreal Engine 5**

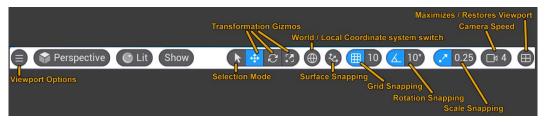




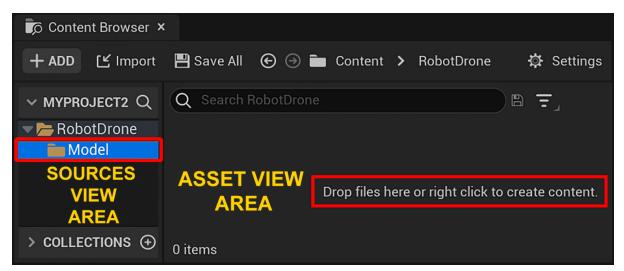


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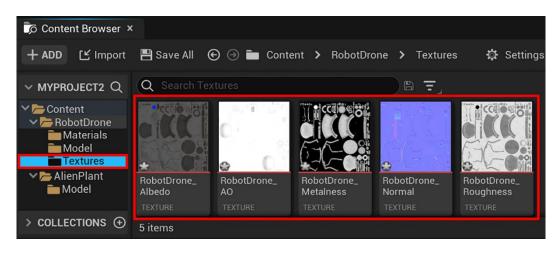




#### **Chapter 7: Setting Up Materials in UE 5**



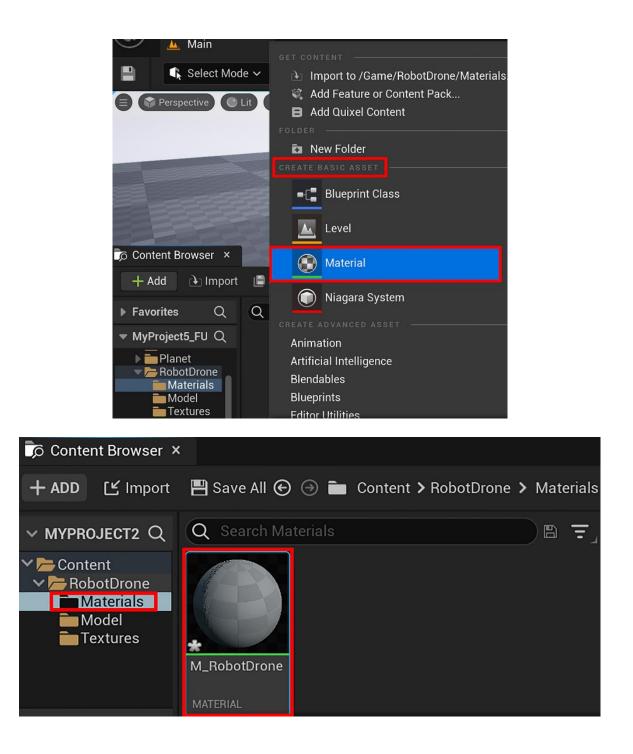
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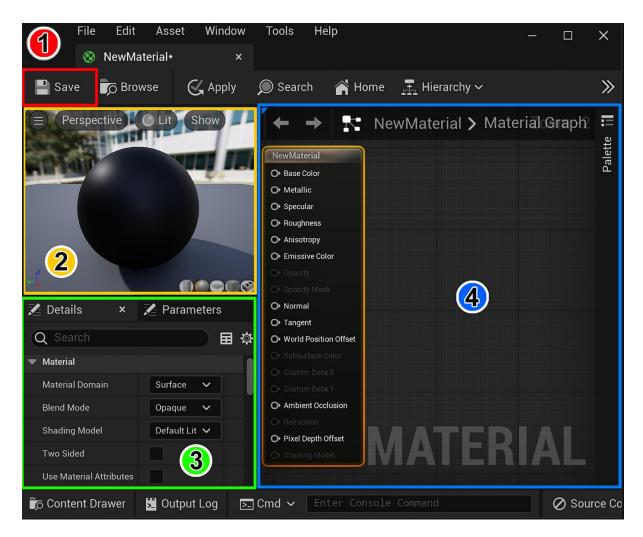


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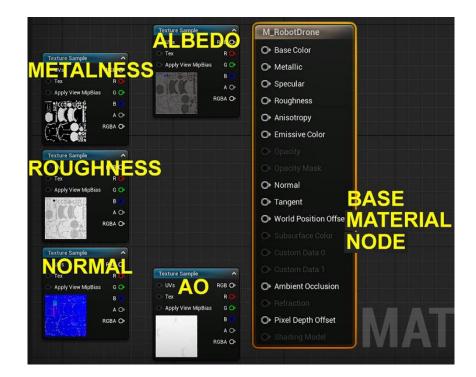
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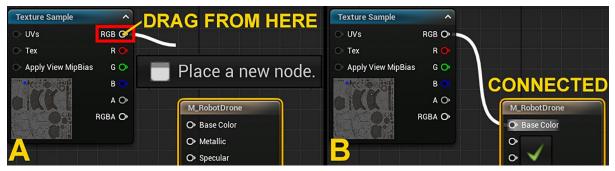
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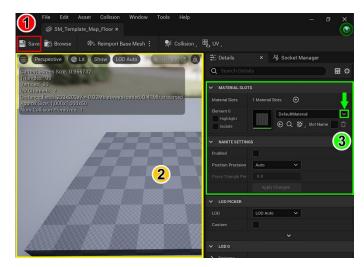




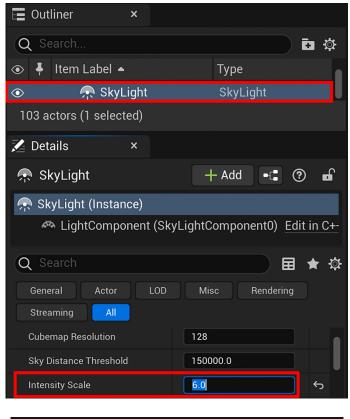
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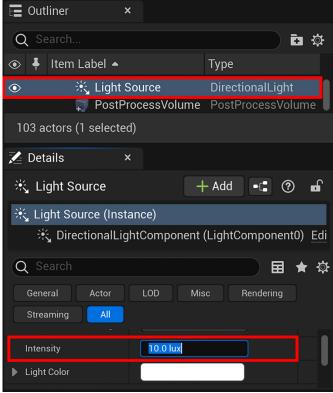






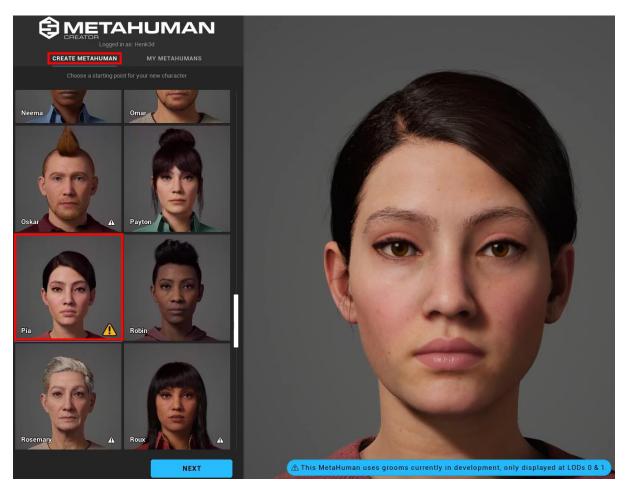
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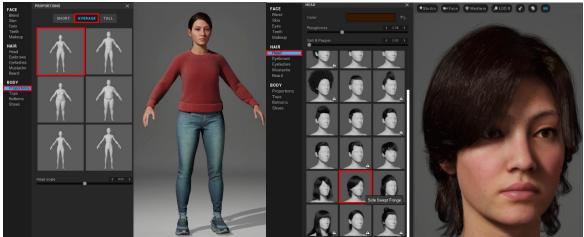


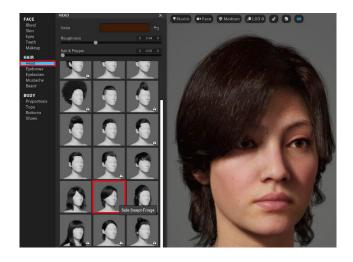


## Chapter 8: Using MetaHuman to Create a Photorealistic Human for UE5

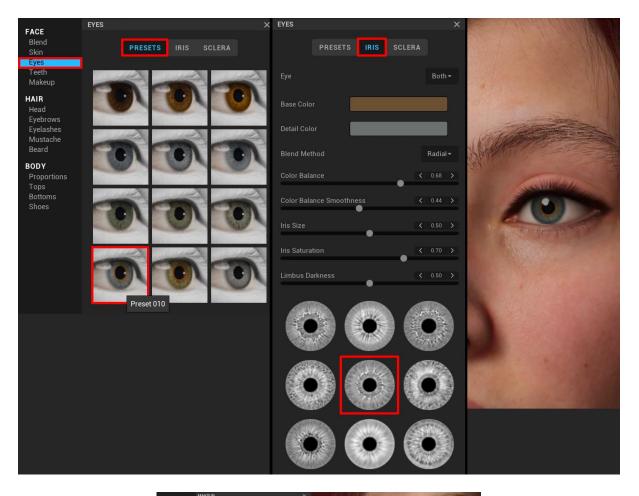




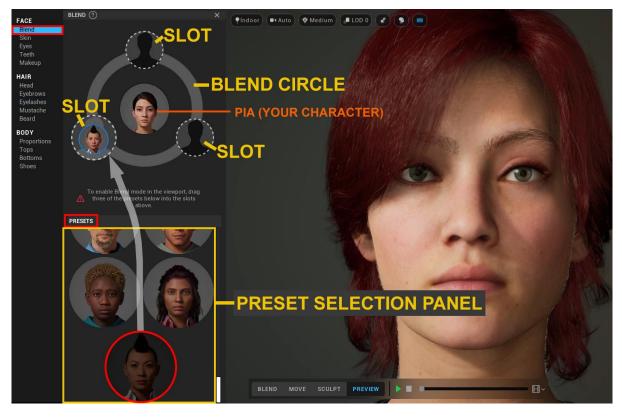


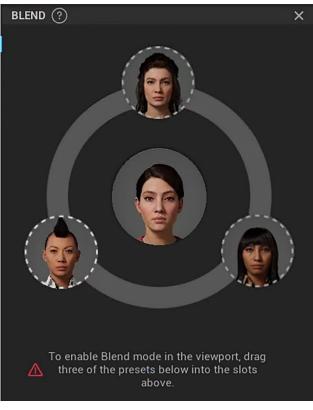


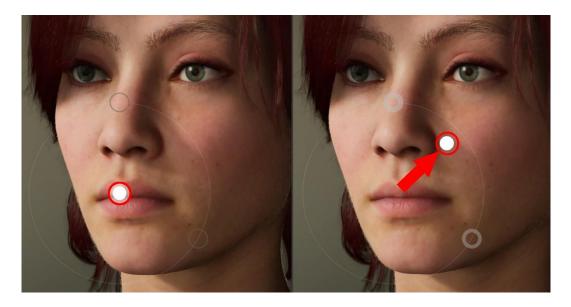
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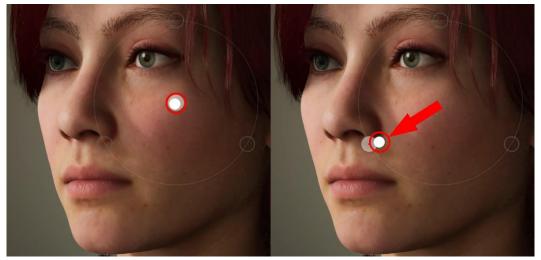


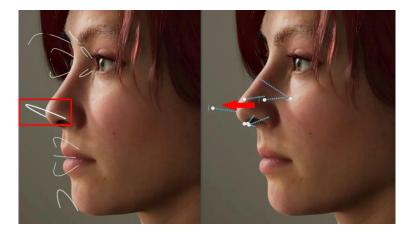




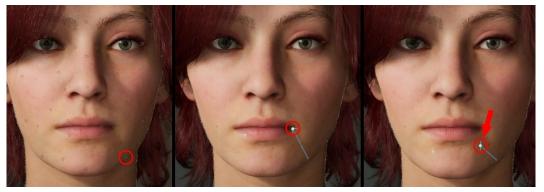












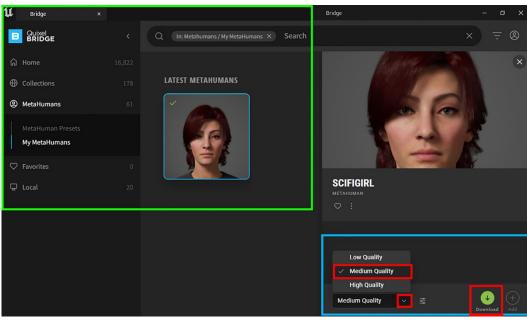


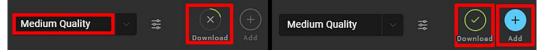




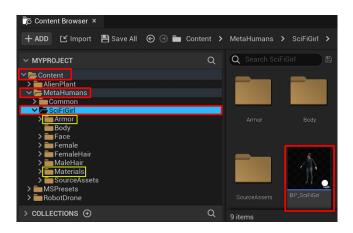








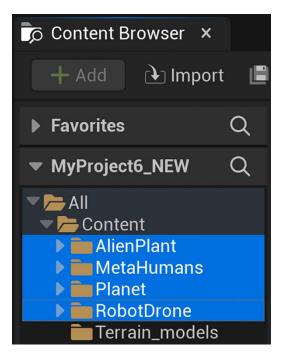
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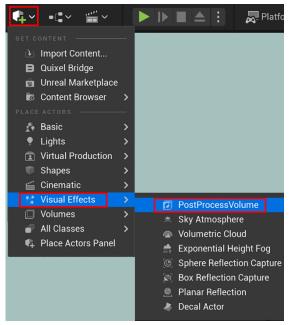


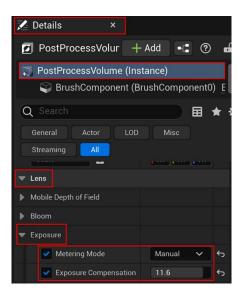
## Chapter 9: Let's Build a Virtual 3D Movie Set

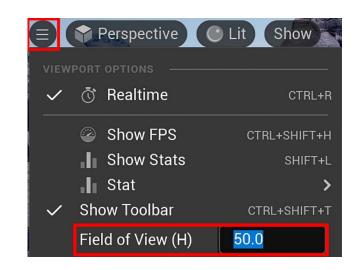


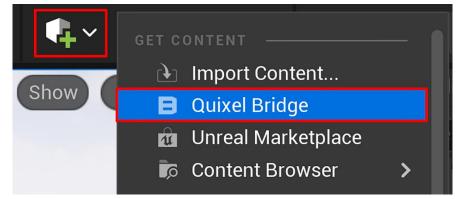
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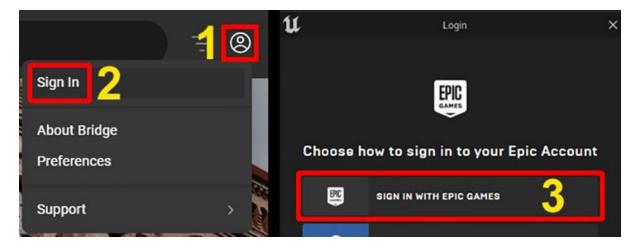


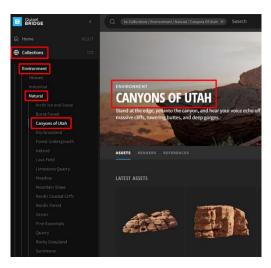


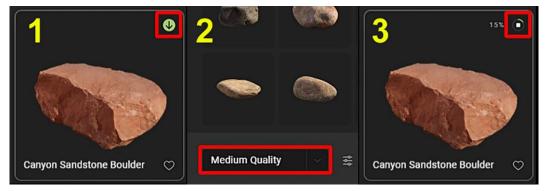




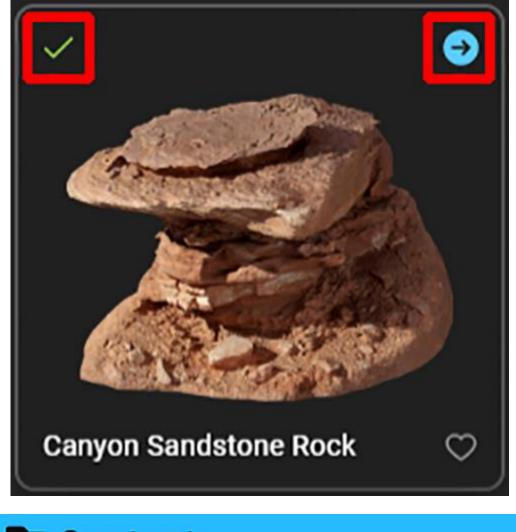






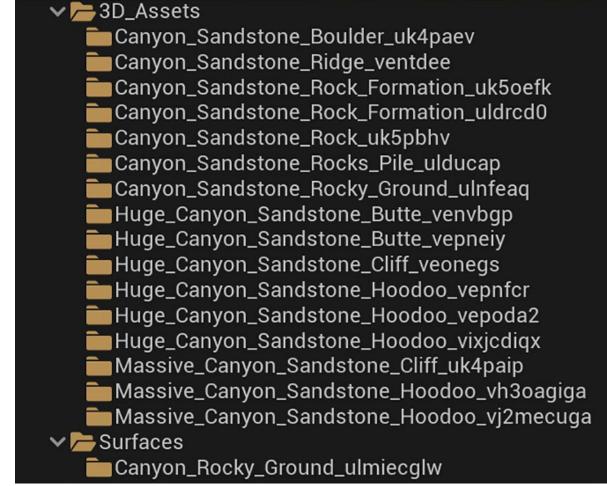




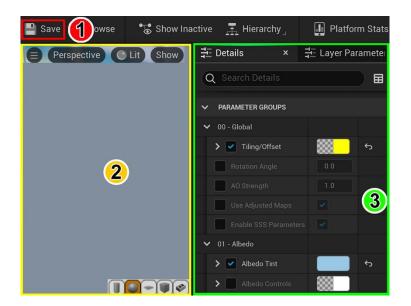


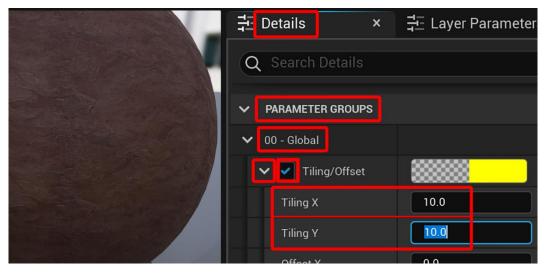


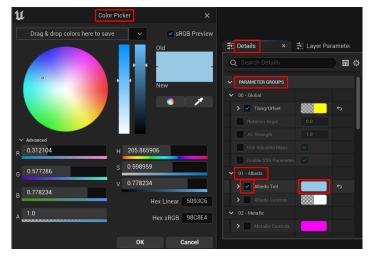
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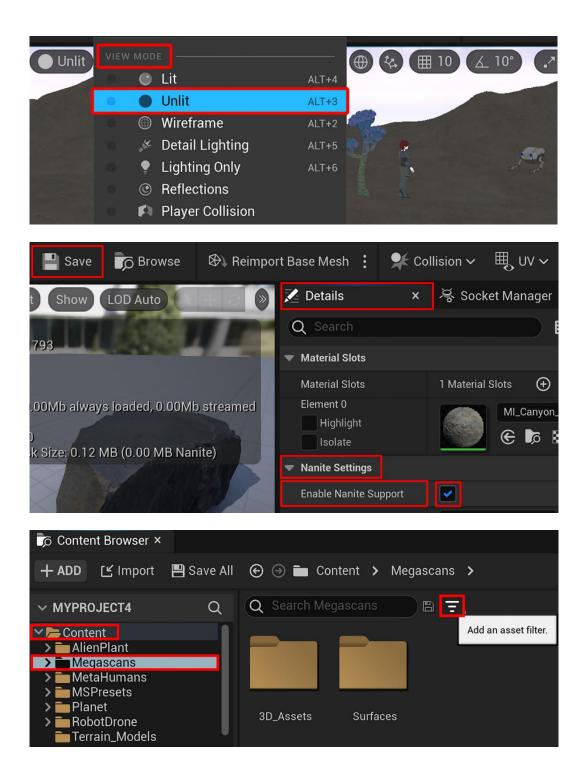


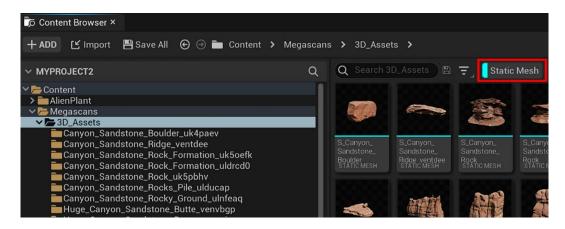


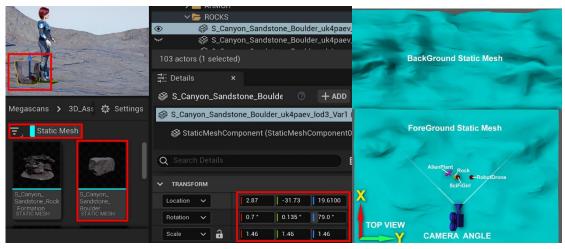




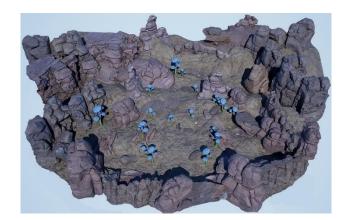














## Chapter 10: Adding Lighting and Atmospheric Visual Effects in UE5

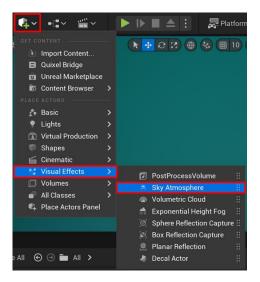


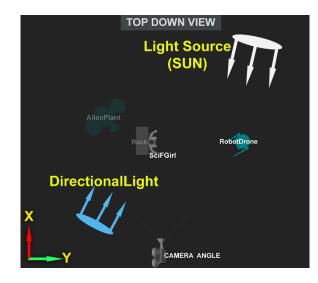


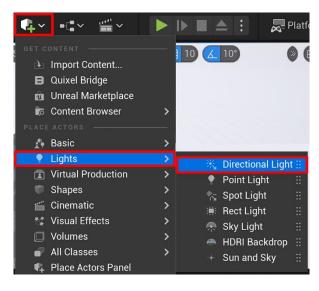




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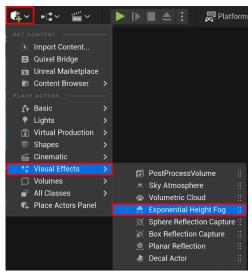








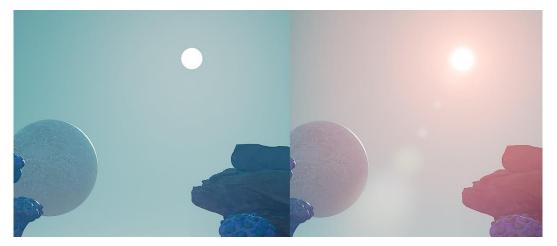














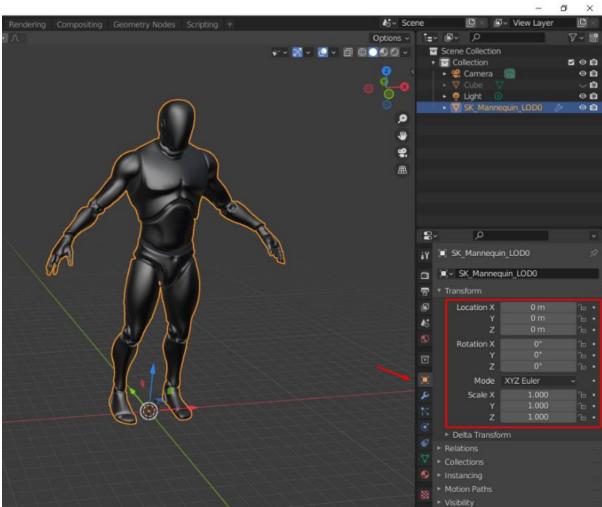


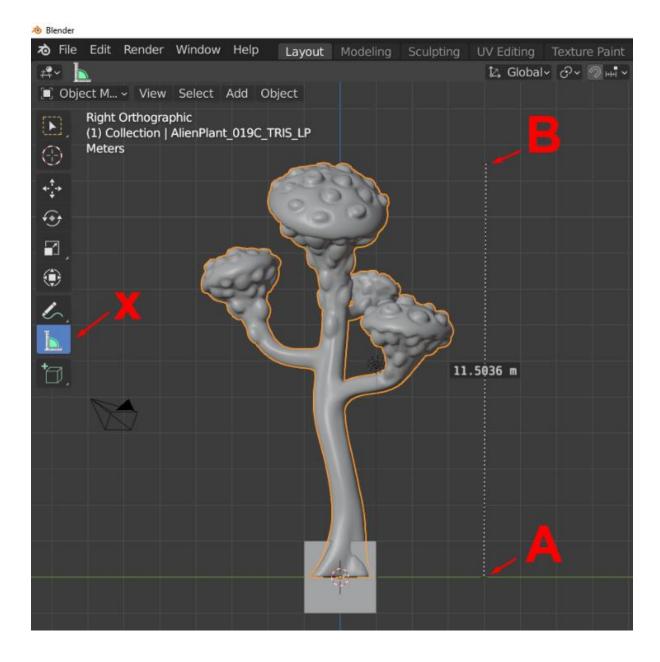
## Chapter 11: Alien Plant Joint Setup in Blender

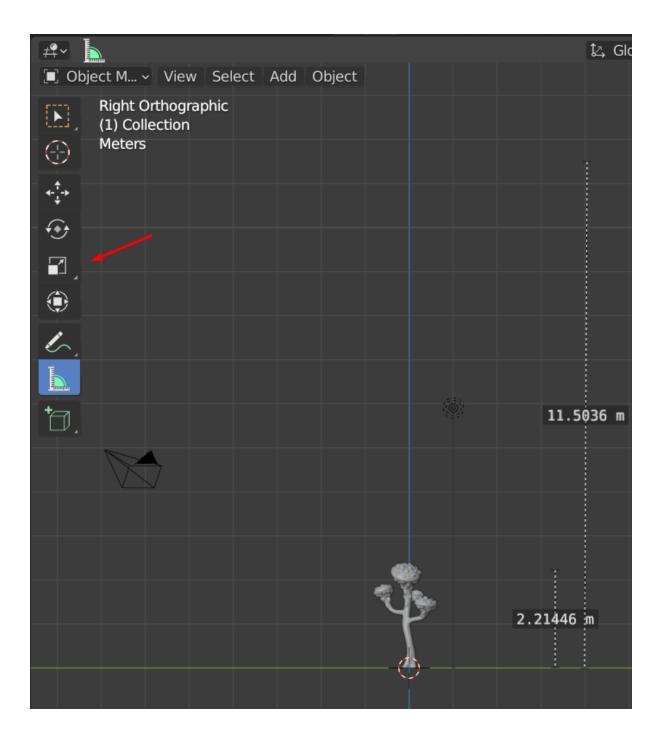
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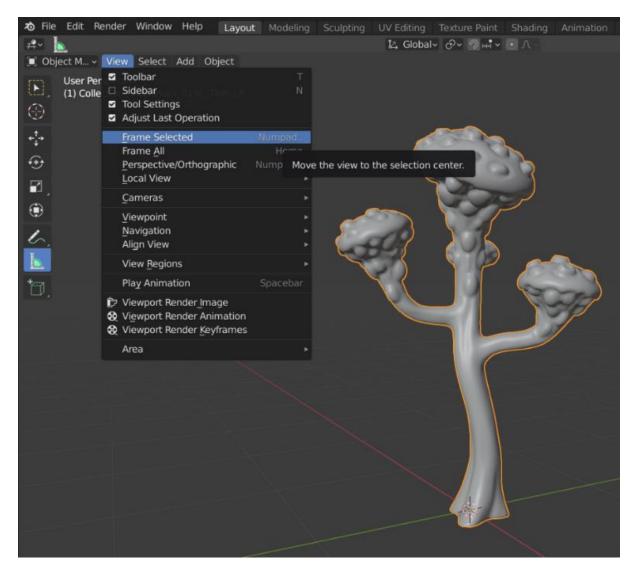
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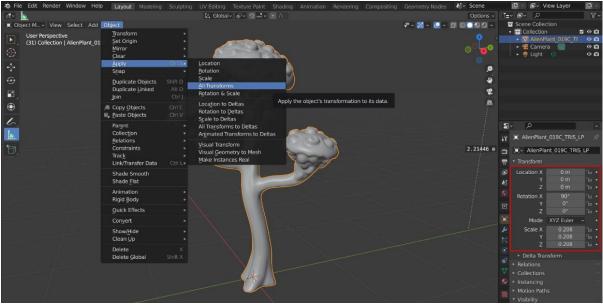


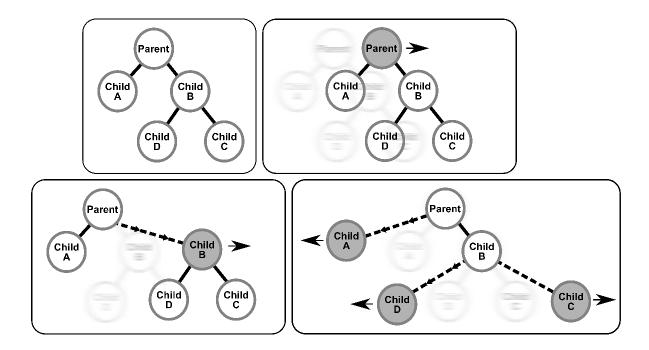


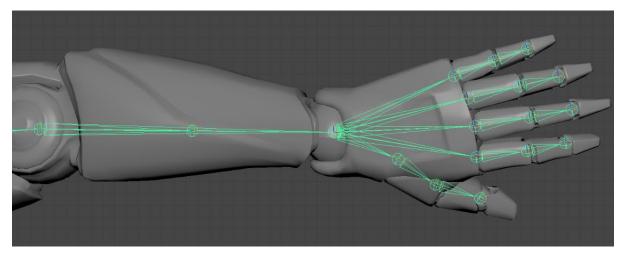


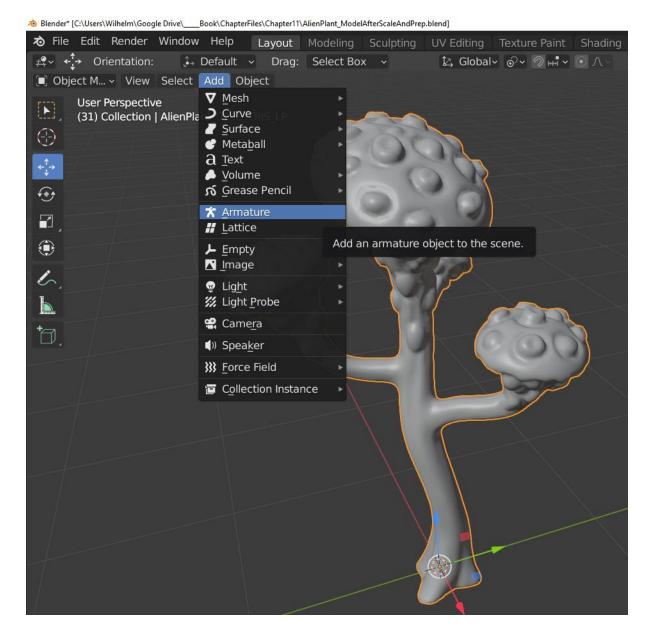




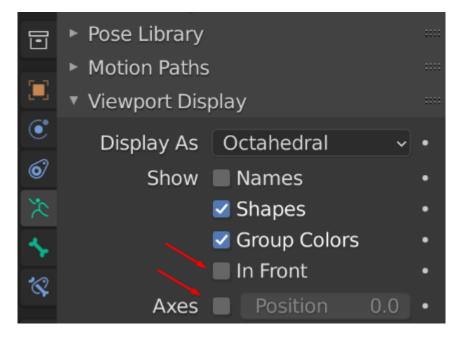




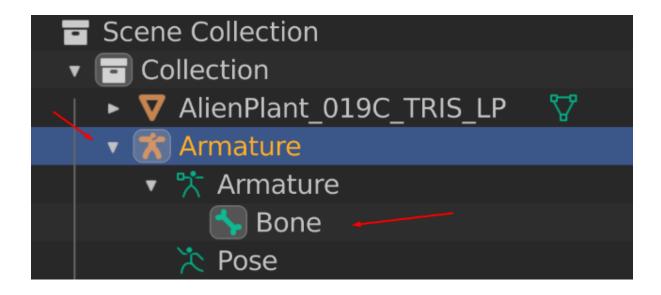


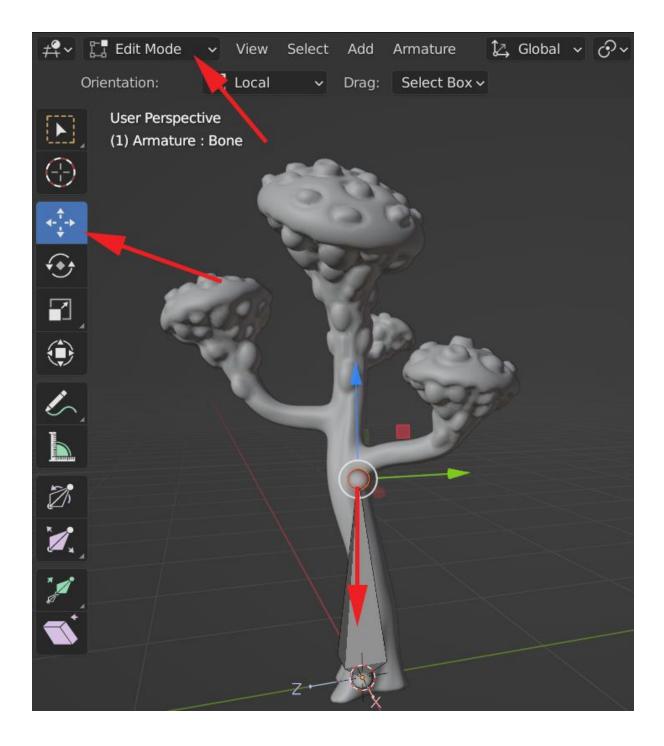


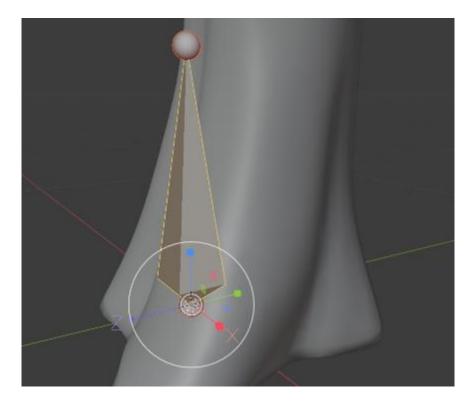
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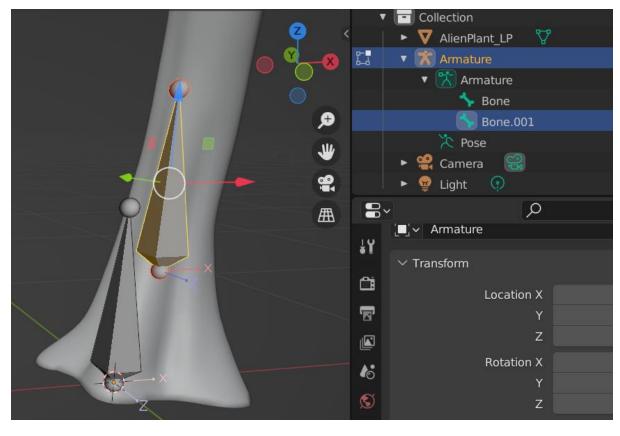


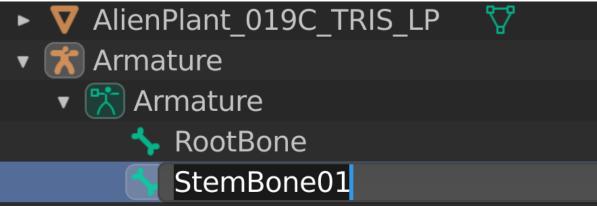




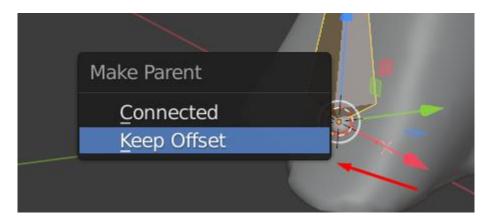


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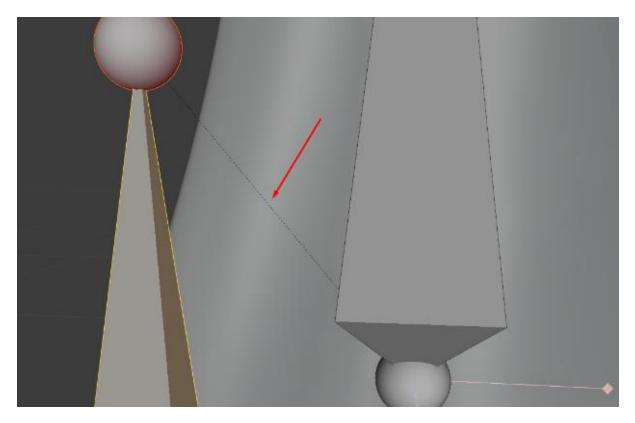




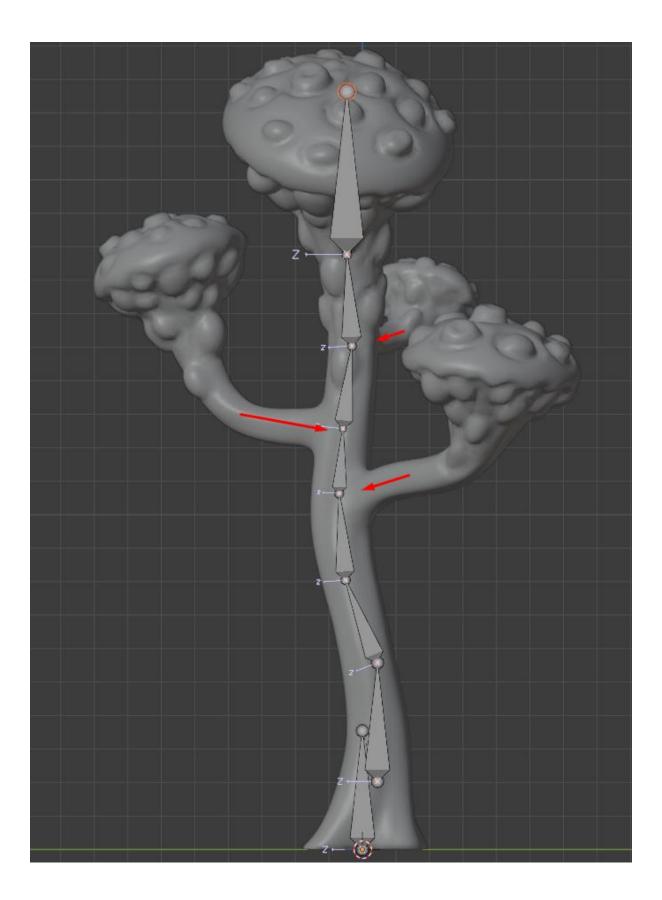
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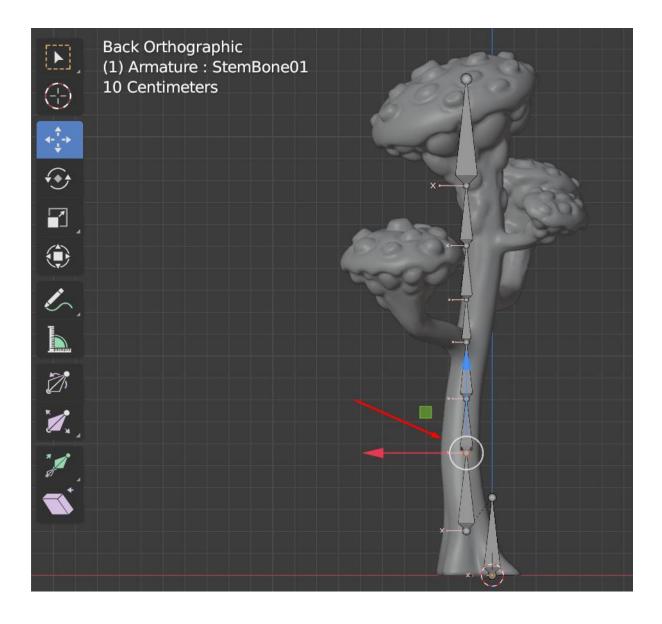


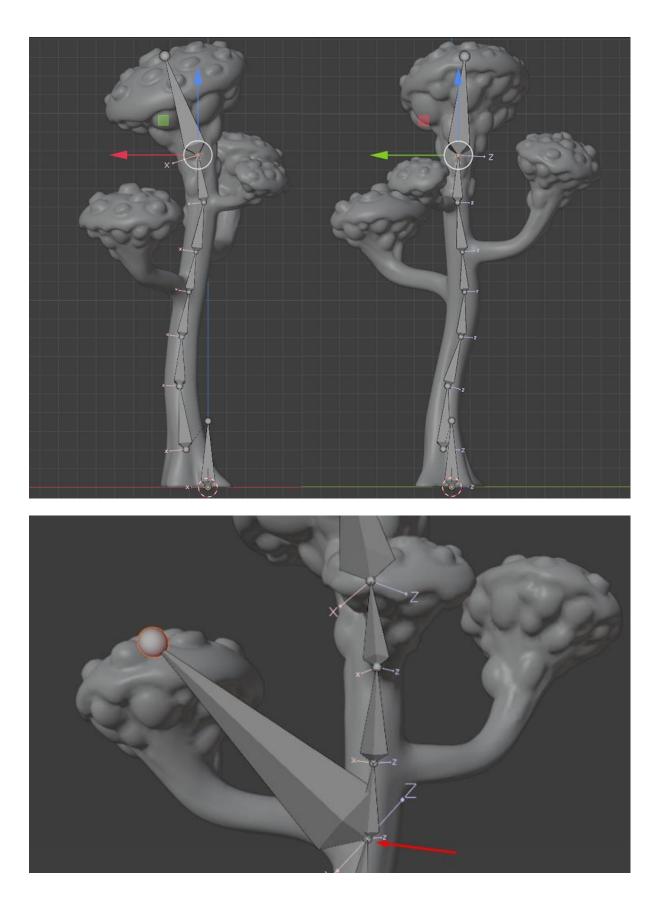
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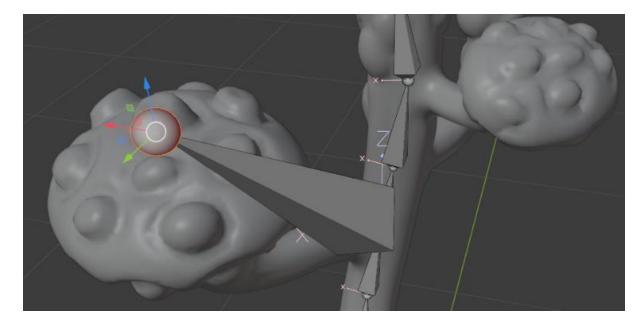


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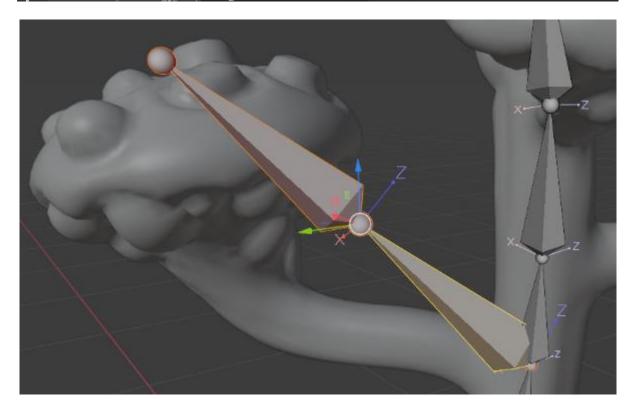


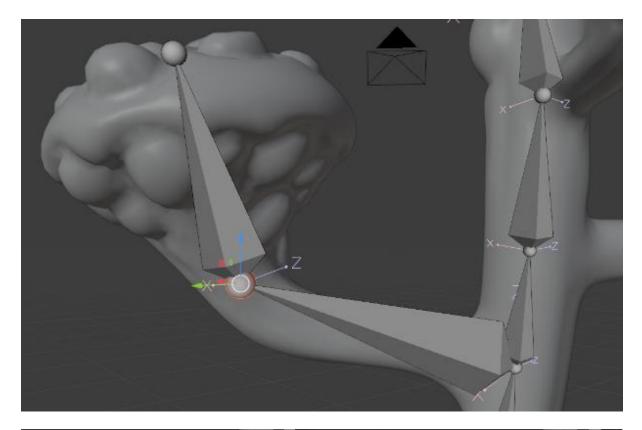


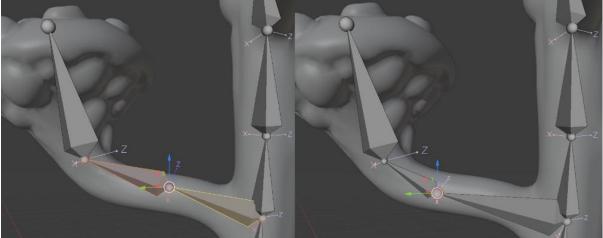


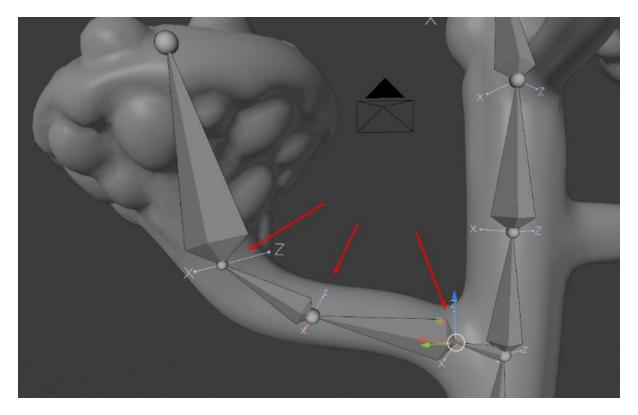


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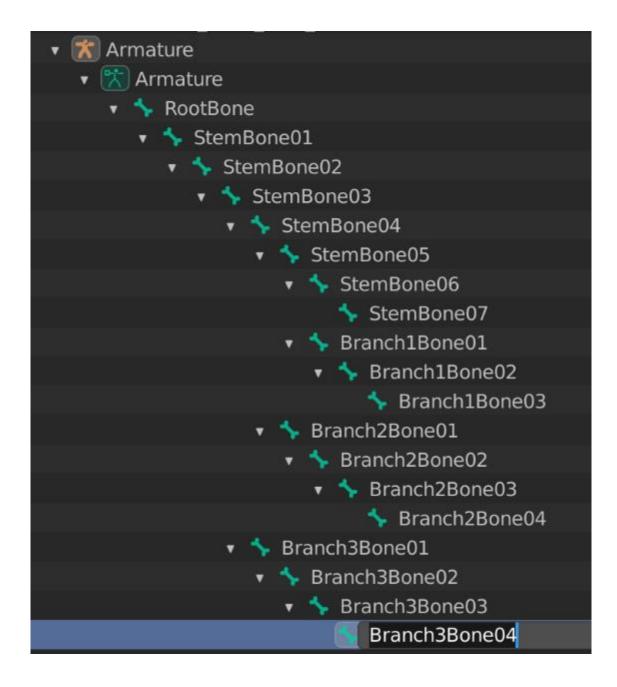




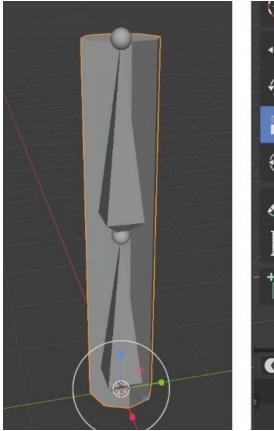


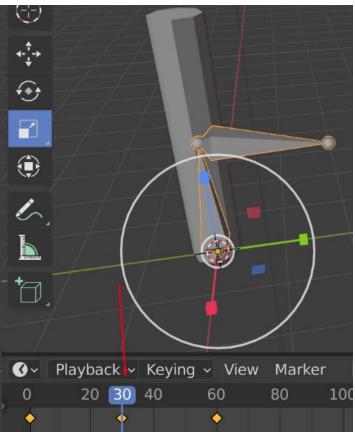




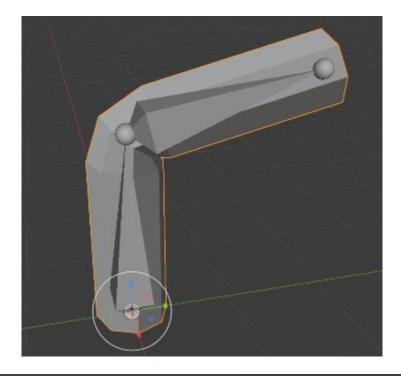


## **Chapter 12: Alien Plant Skinning in Blender**

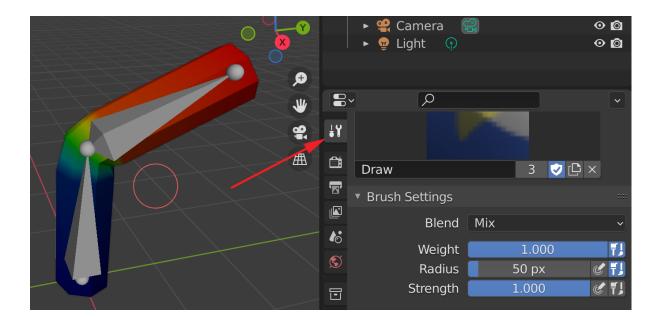


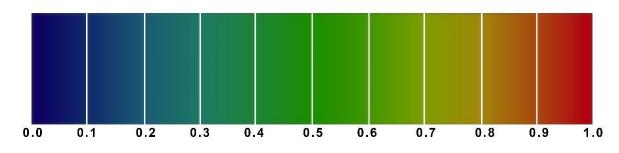


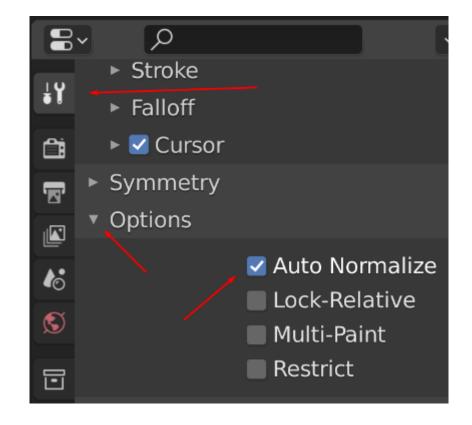
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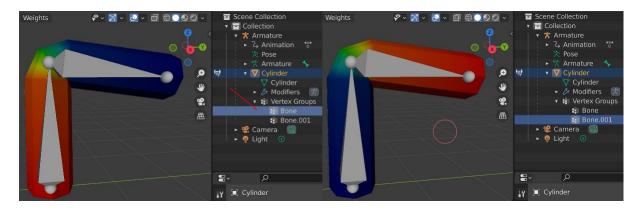


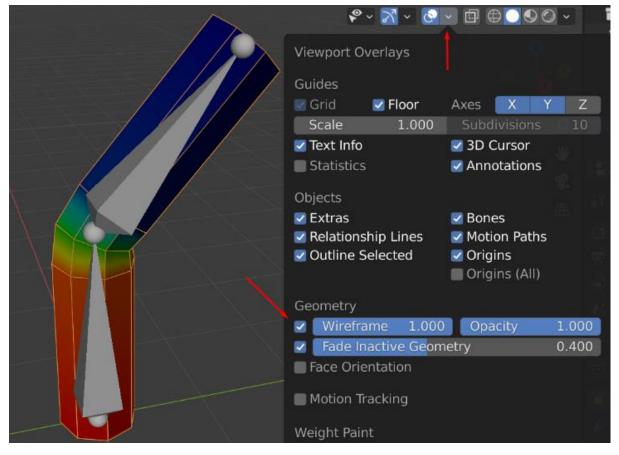
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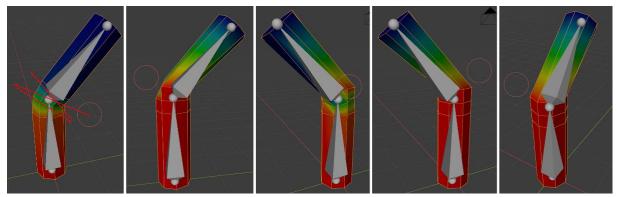


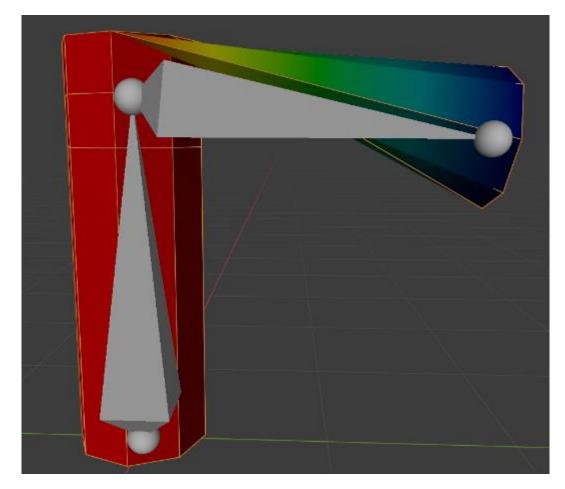


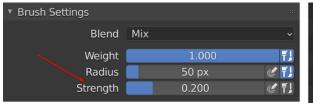


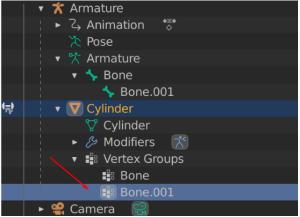


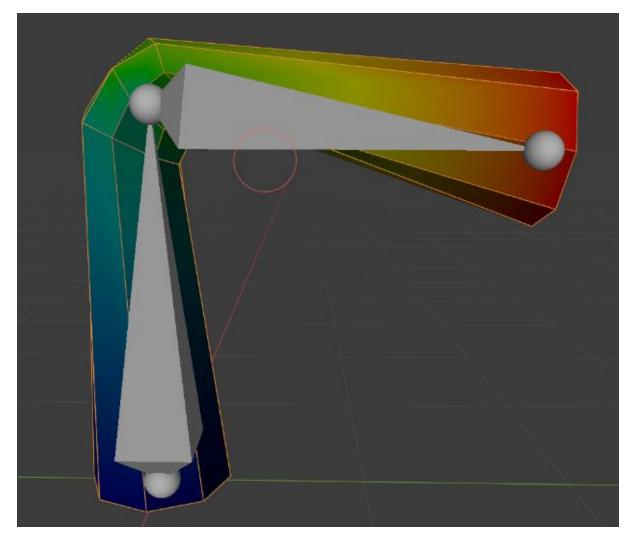


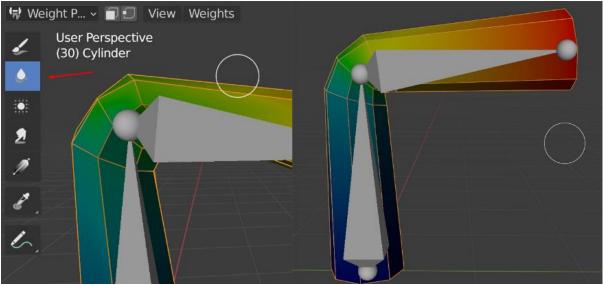


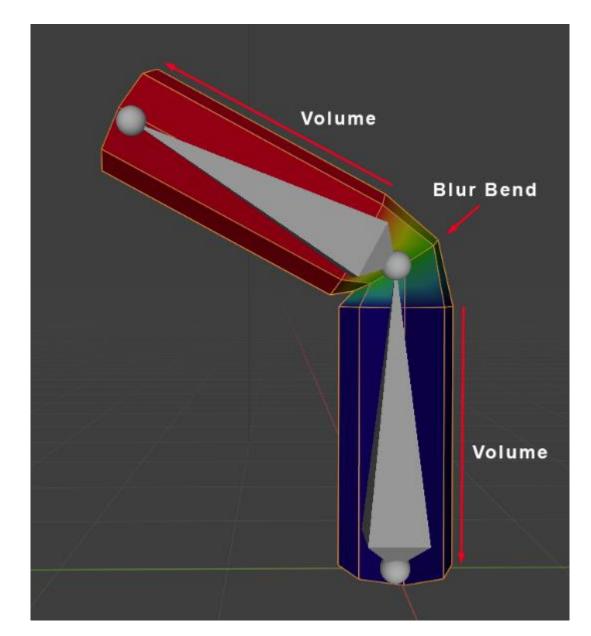




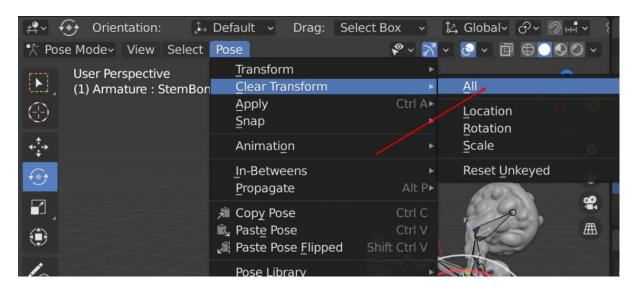


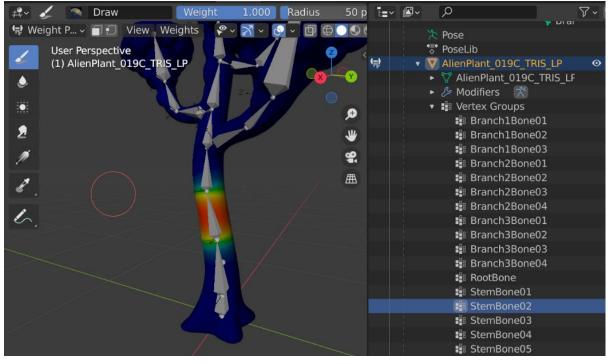


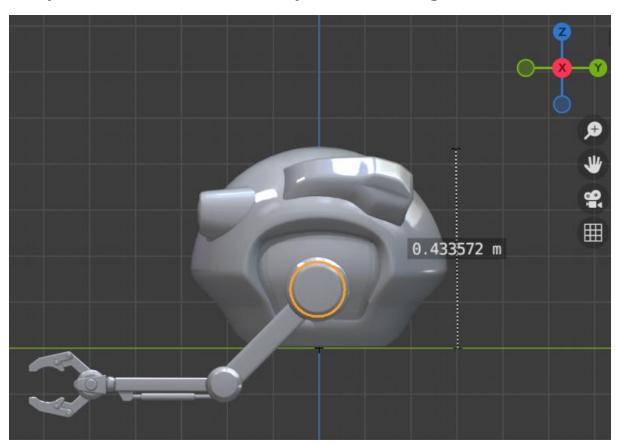






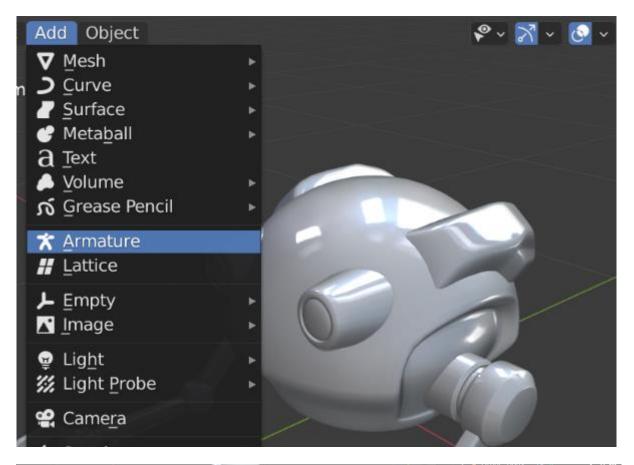


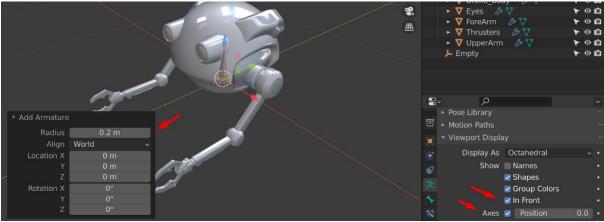




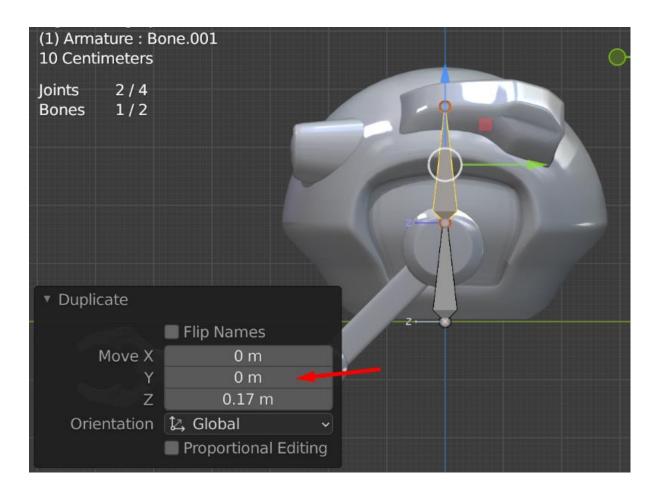
## Chapter 13: Robot Joint Setup and Skinning in Blender

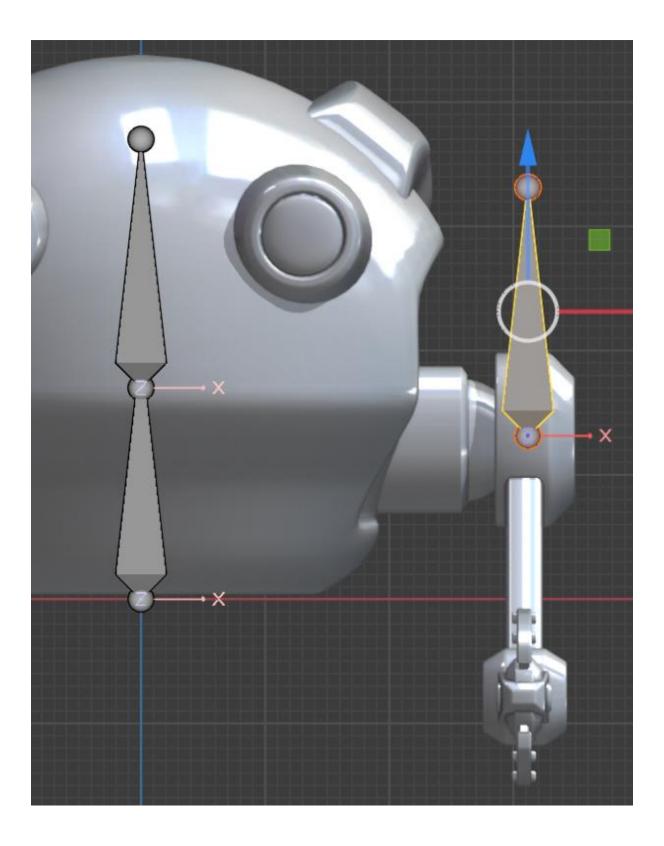
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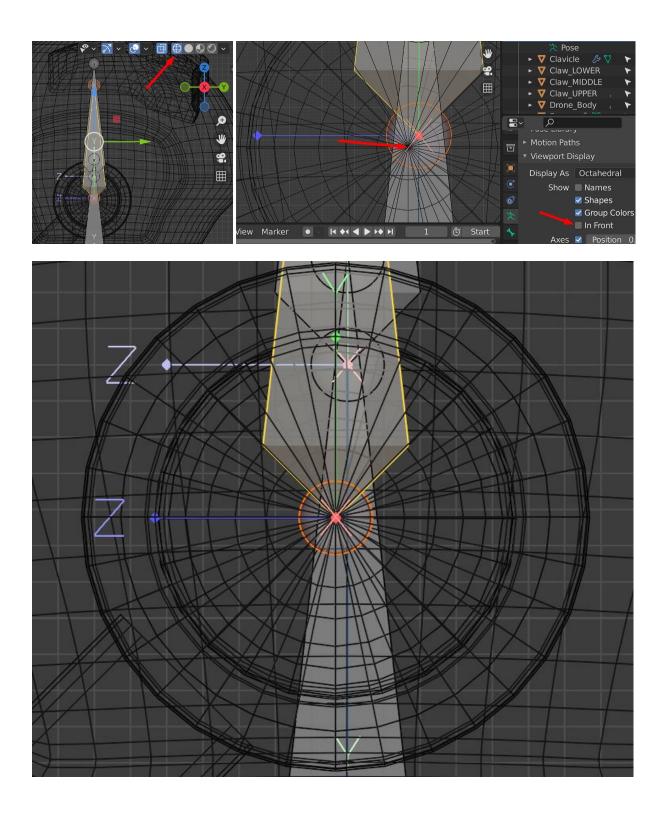


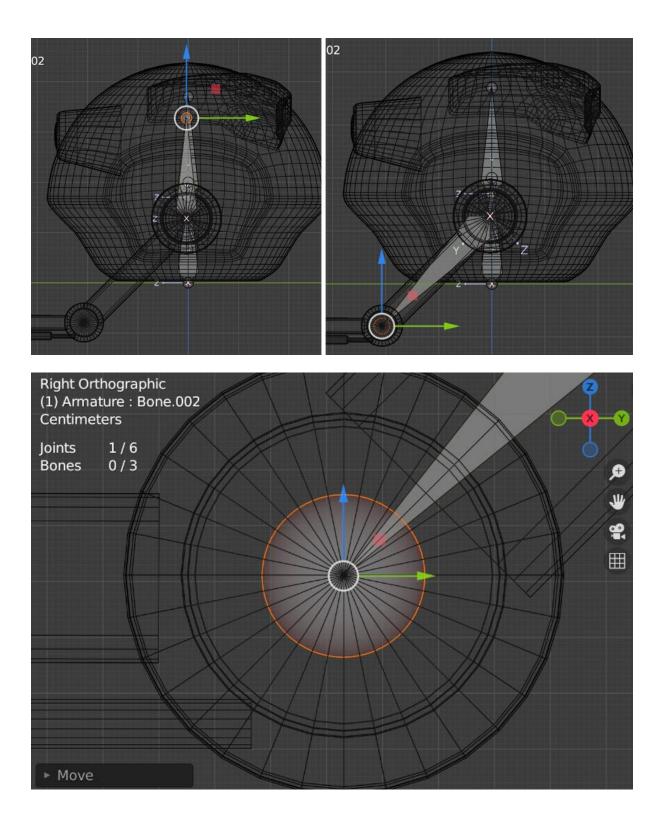


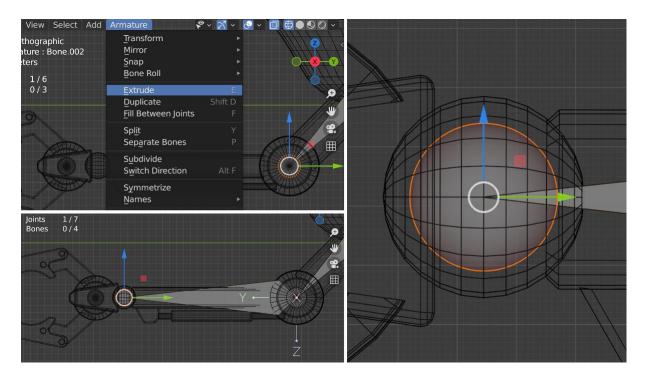


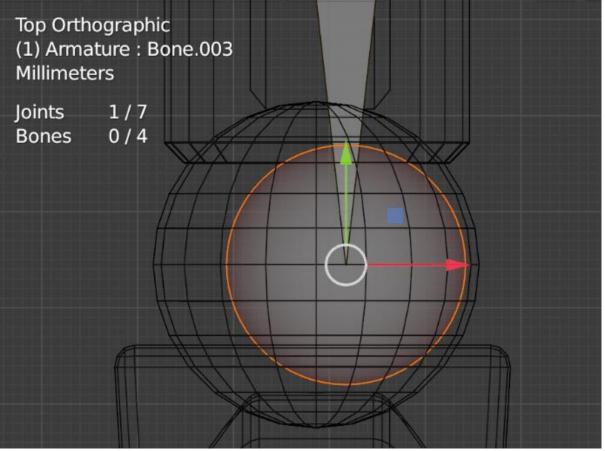


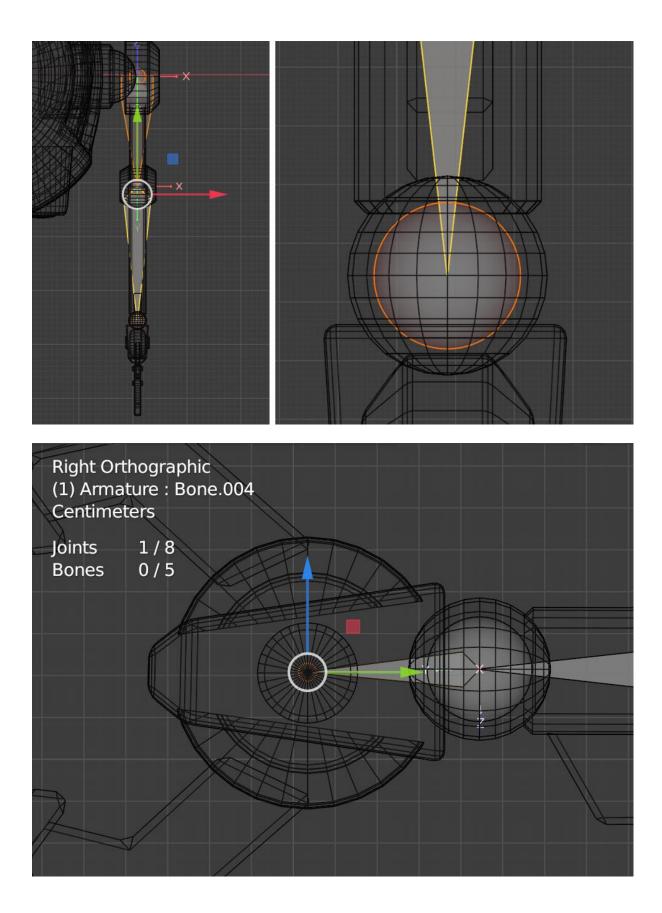


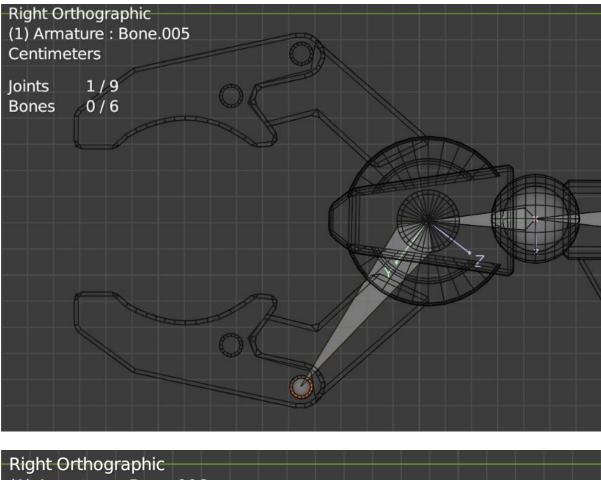


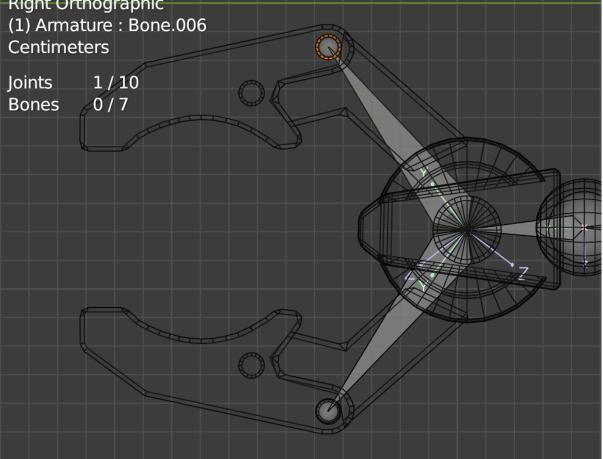


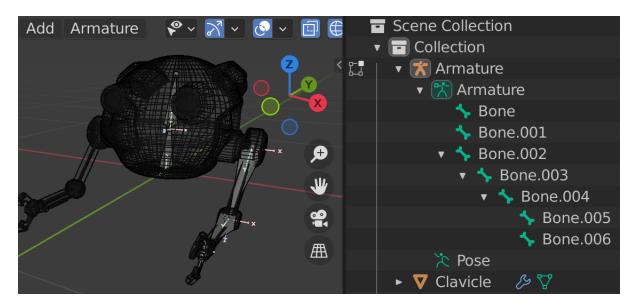


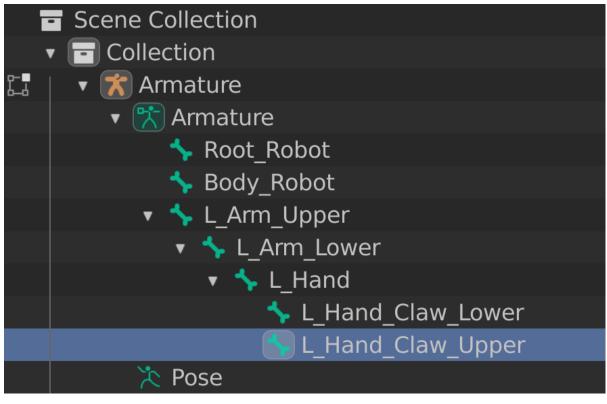




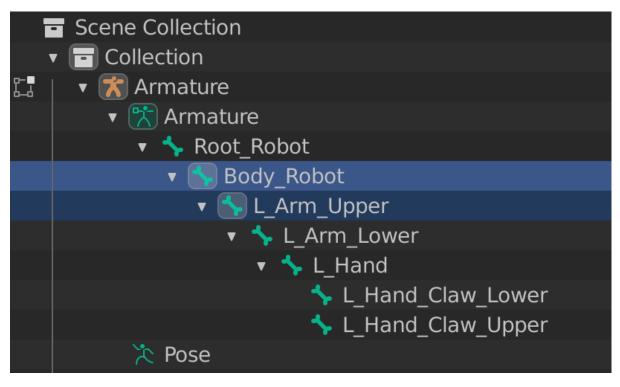


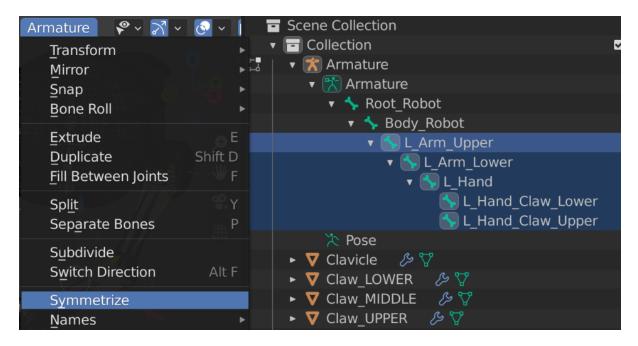


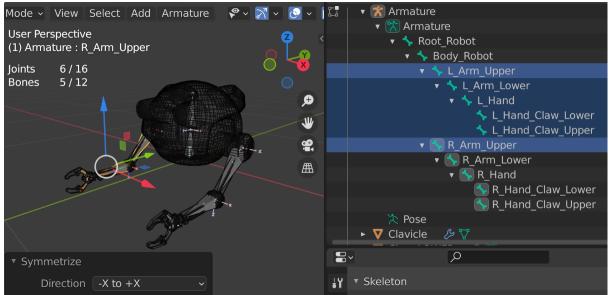


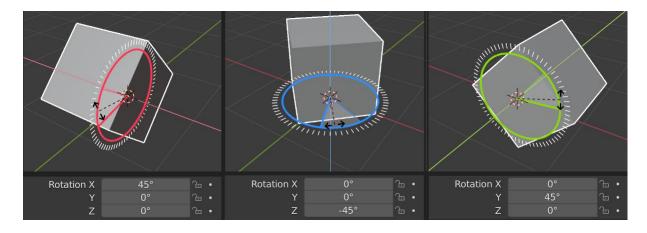


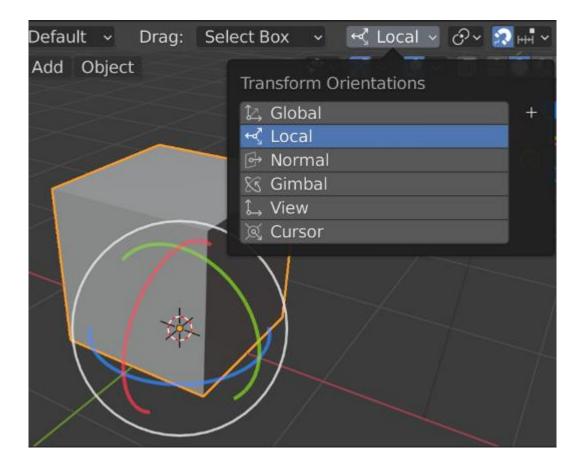
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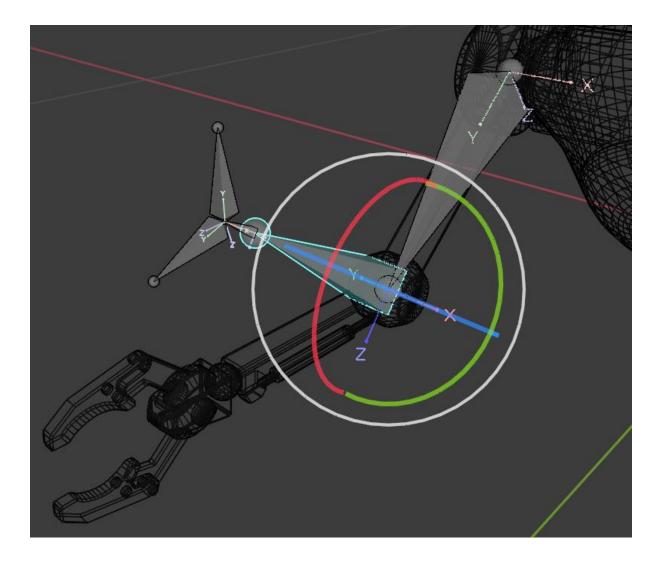


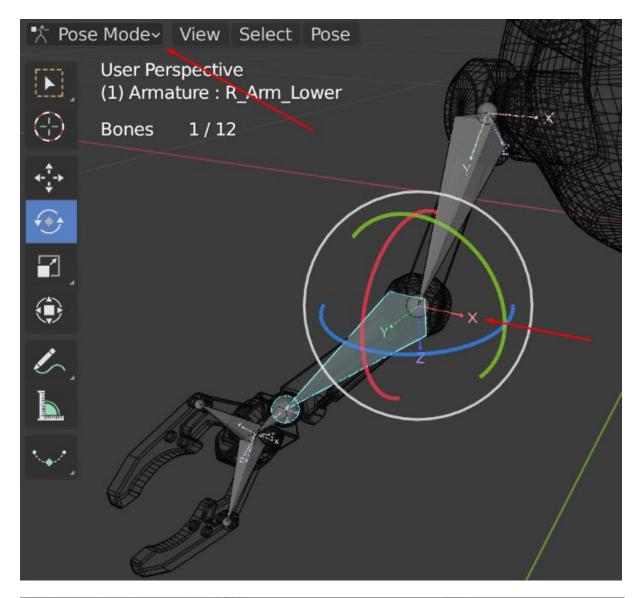


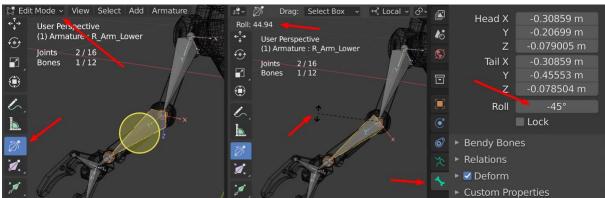


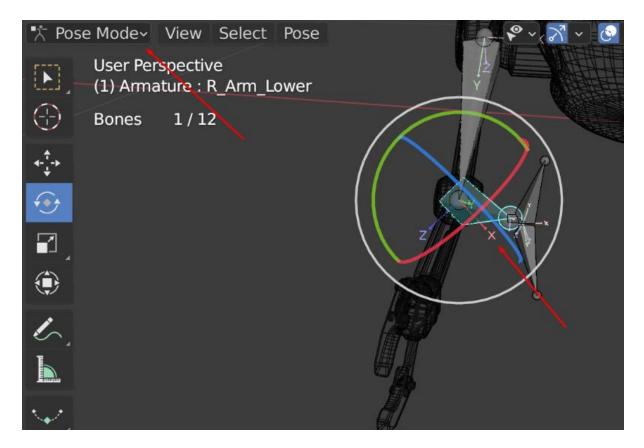








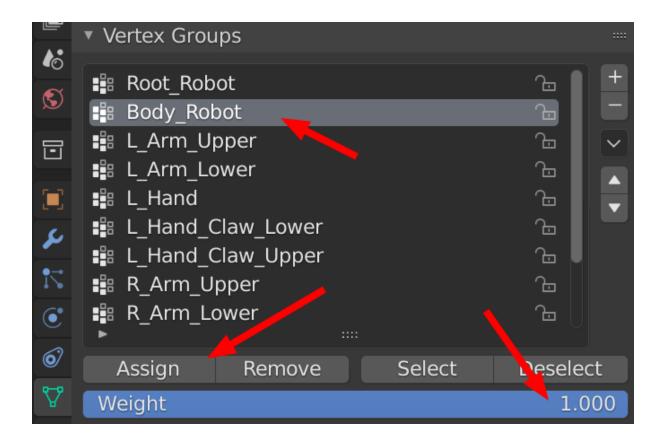


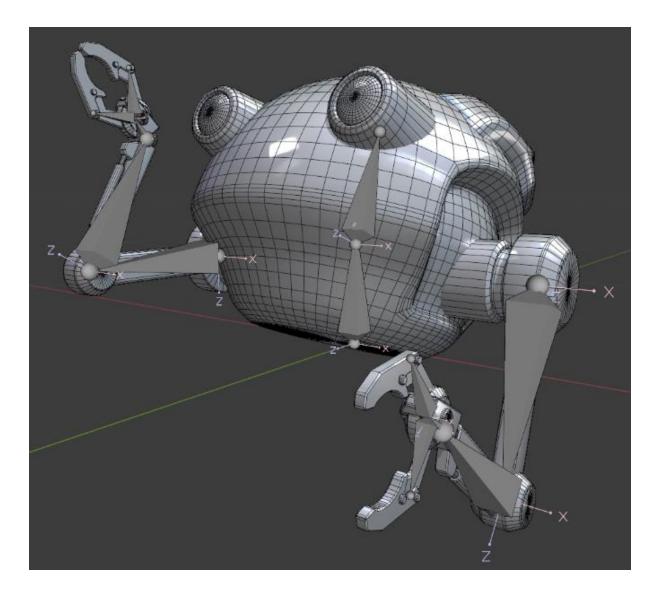


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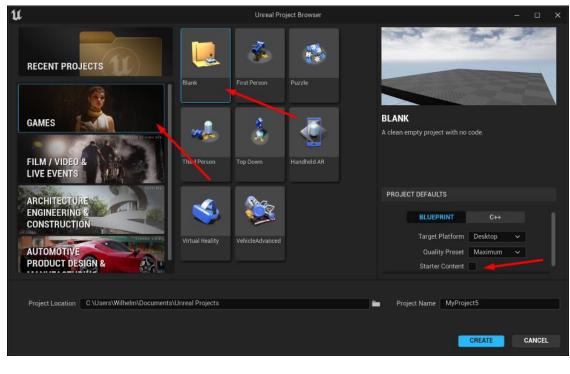
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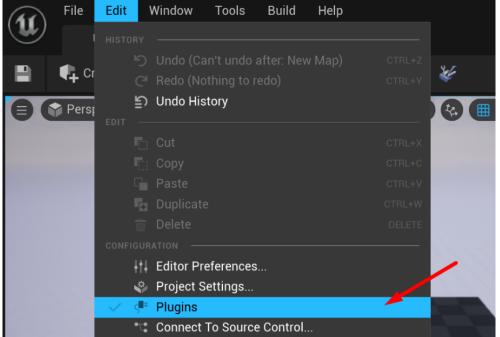
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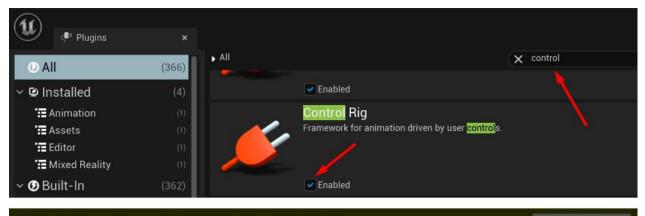




## Chapter 14: Create a Simple Chain Control Rig for an Alien Plant in UE5

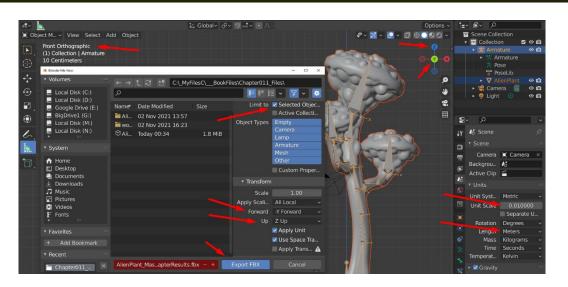


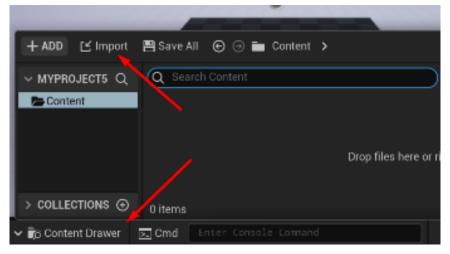




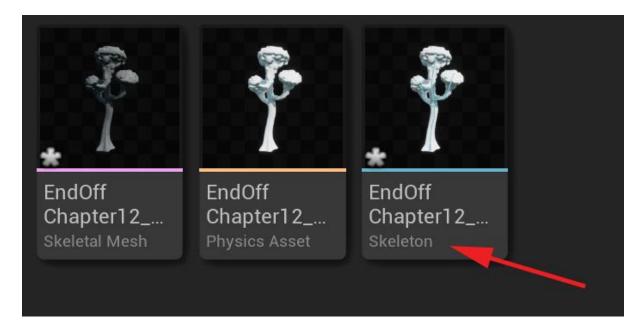
Unreal Editor must be restarted for the plugin changes to take effect.

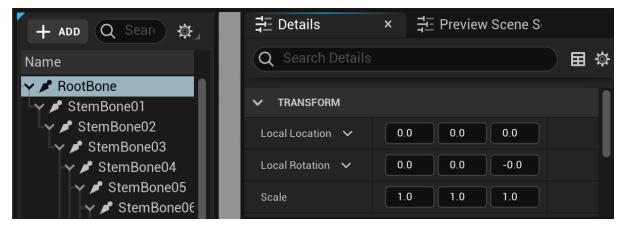
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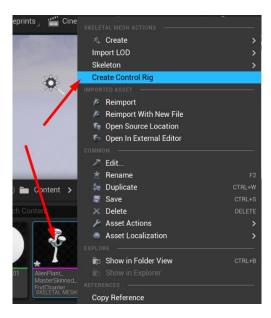


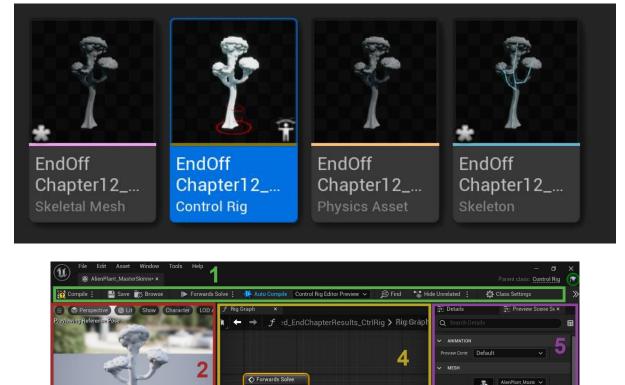


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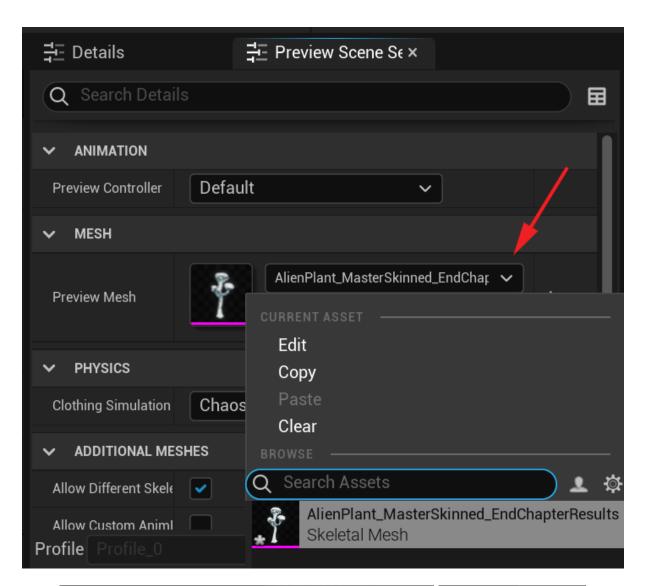
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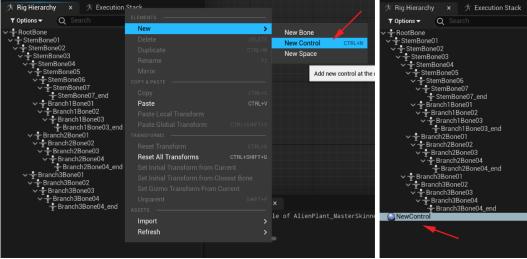
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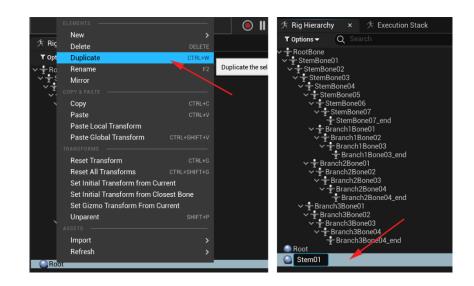




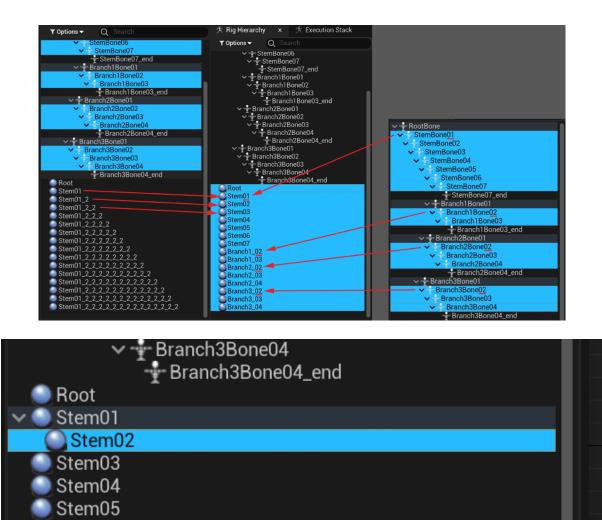
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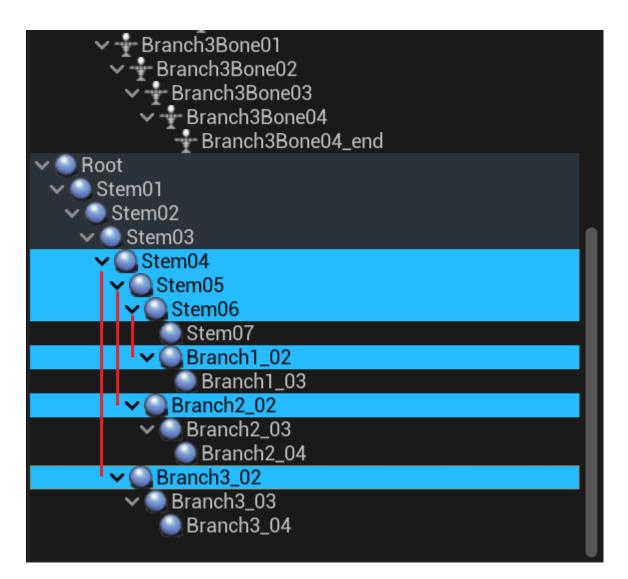
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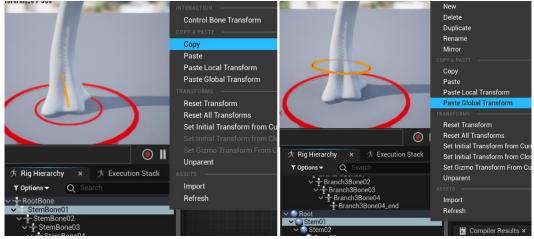


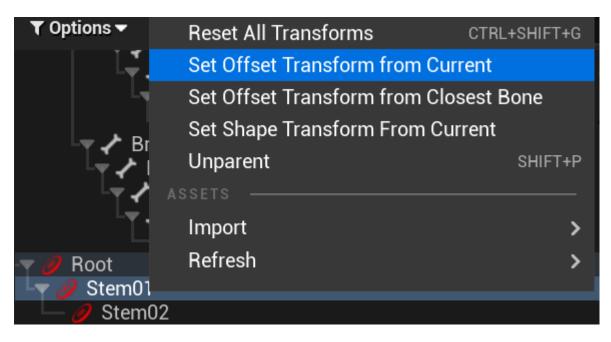
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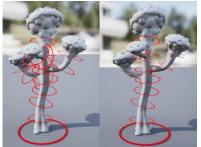


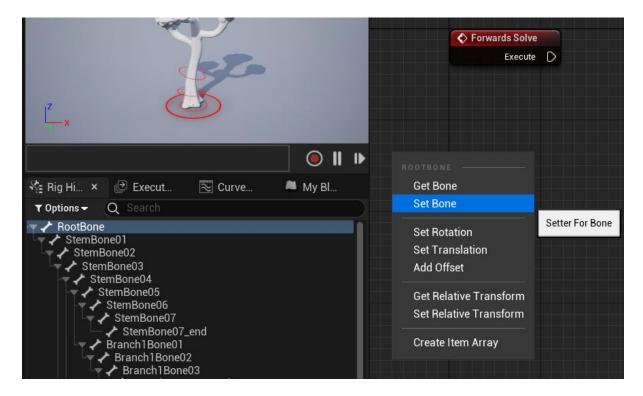
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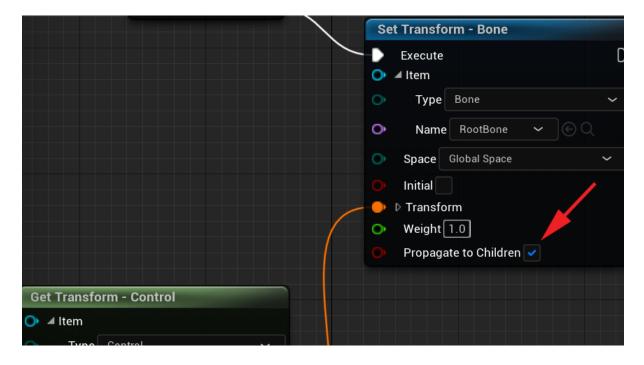


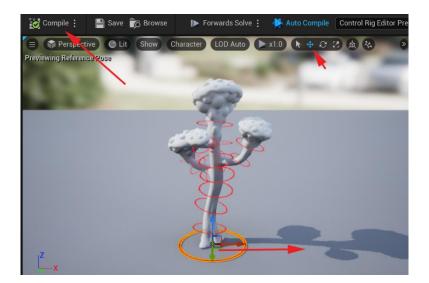


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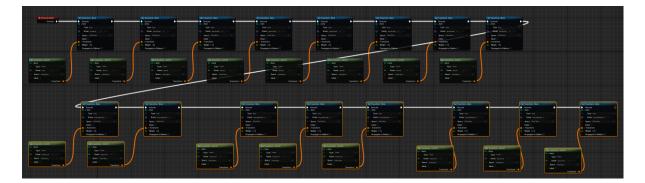
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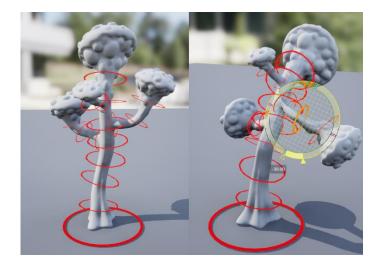
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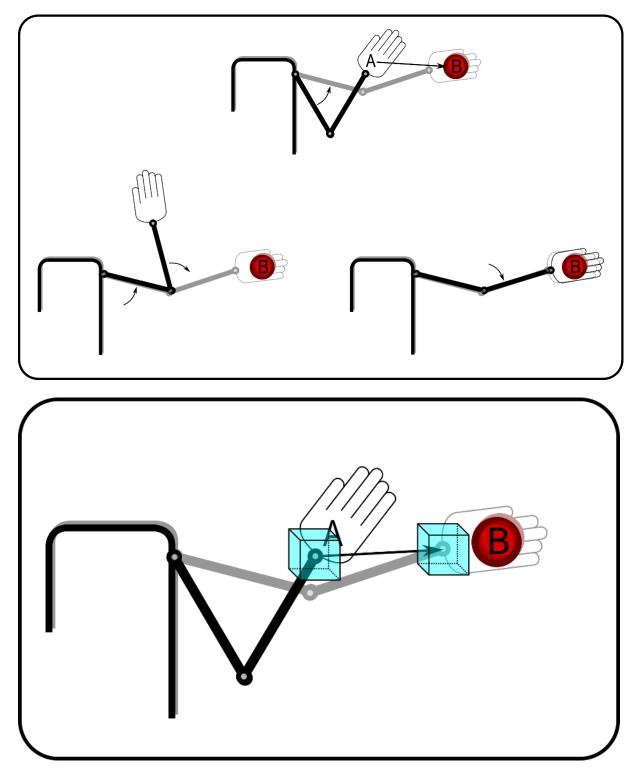


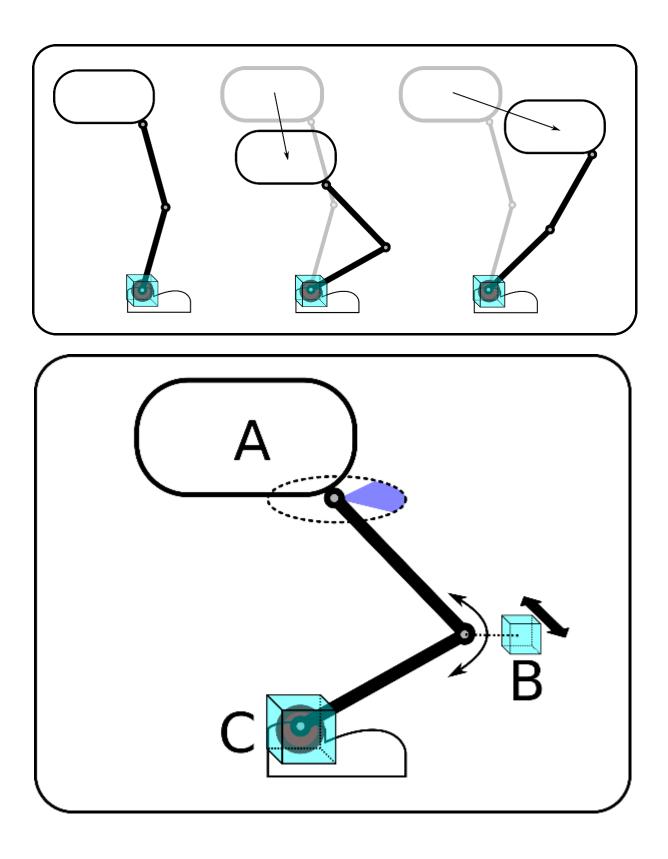


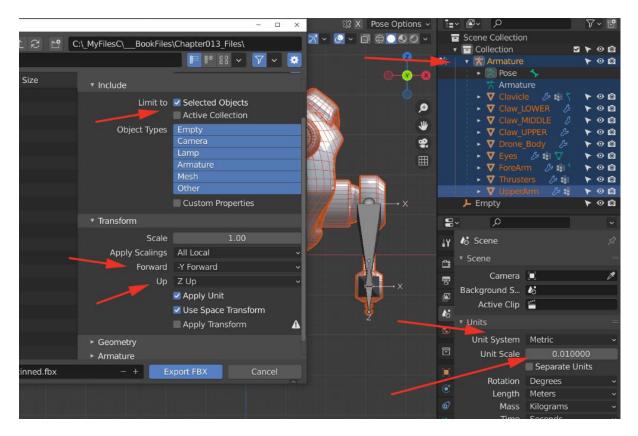




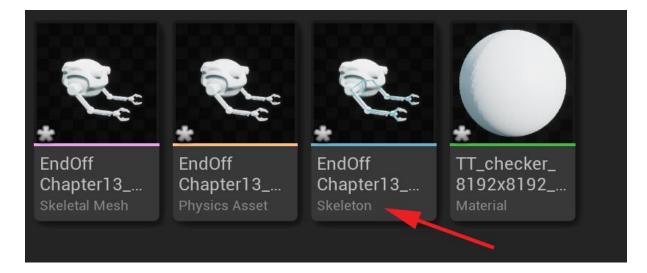
Chapter 15: Creating a Control Rig with Basic IK Controls for a Robot in UE5



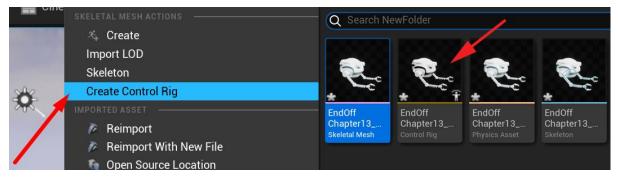




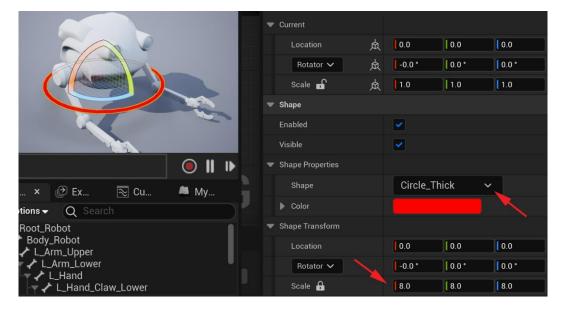
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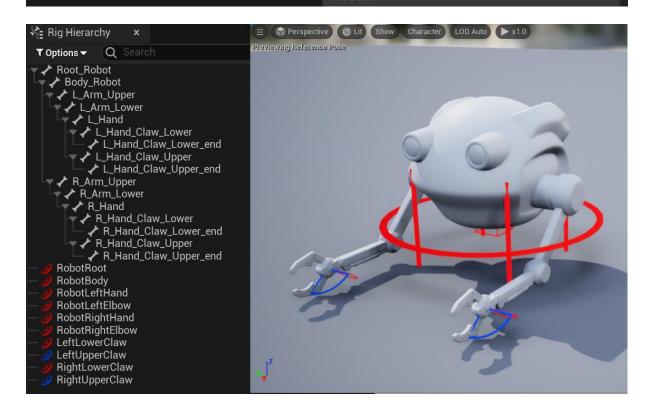
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- ∂ RobotRightHand - ∂ RobotRightElbow	Set Shape Transform From Current Unparent SHIFT+P





RightUpperClaw

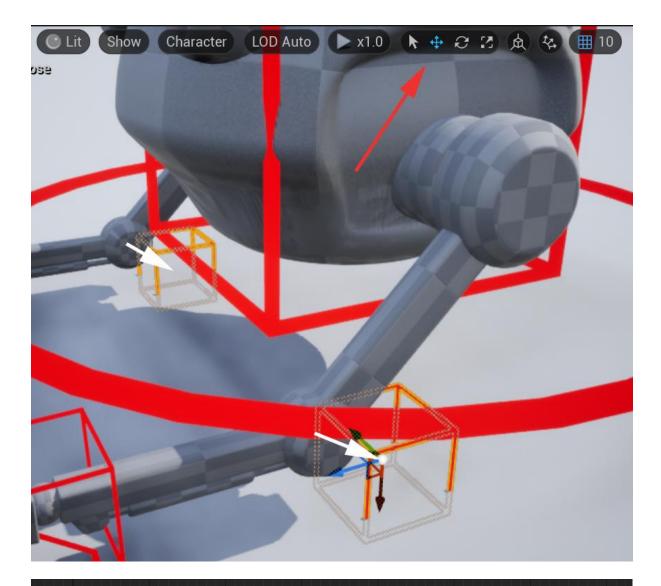


<ul> <li>Root_Robot</li> <li>Body_Robot</li> <li>L_Arm_Upper</li> <li>L_Arm_Lower</li> <li>L_Hand</li> <li>L_Hand_Claw_Lo</li> </ul>	Mirror INTERACTION Control Bone Transform COPY & PASTE	
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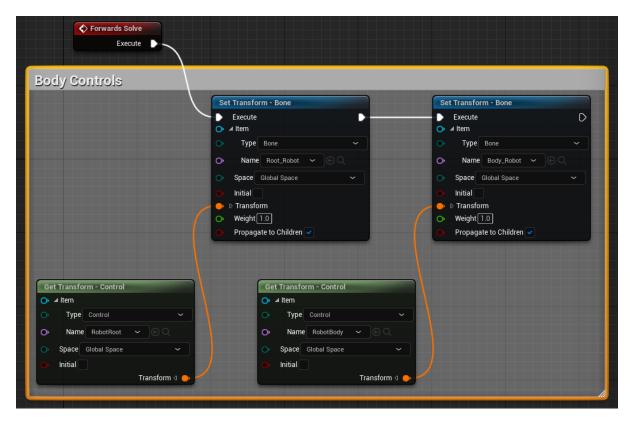
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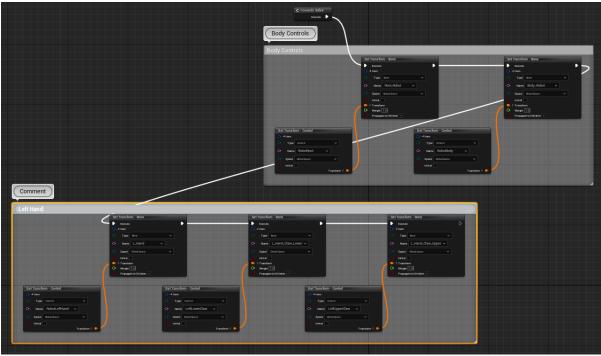
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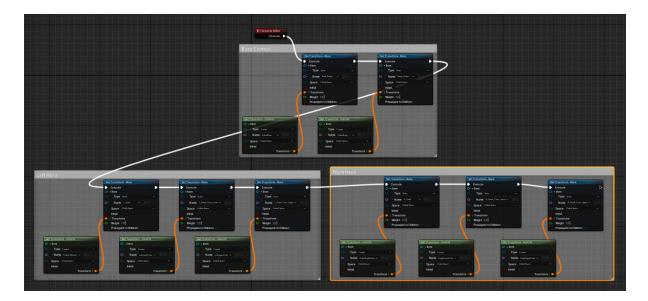




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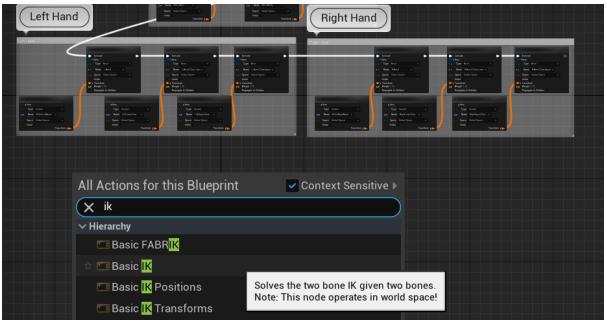


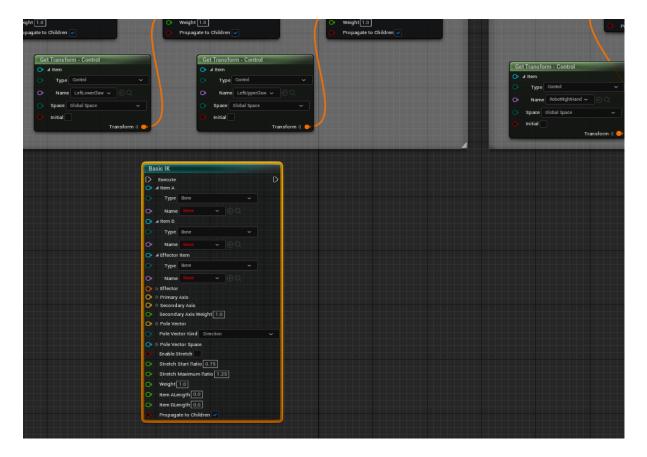


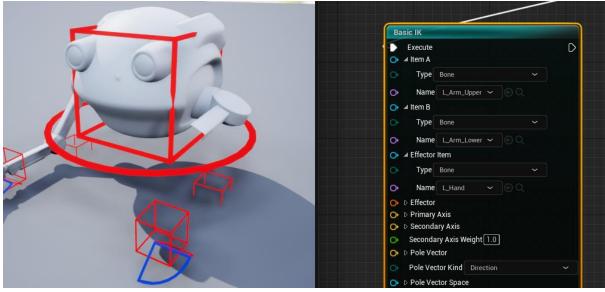


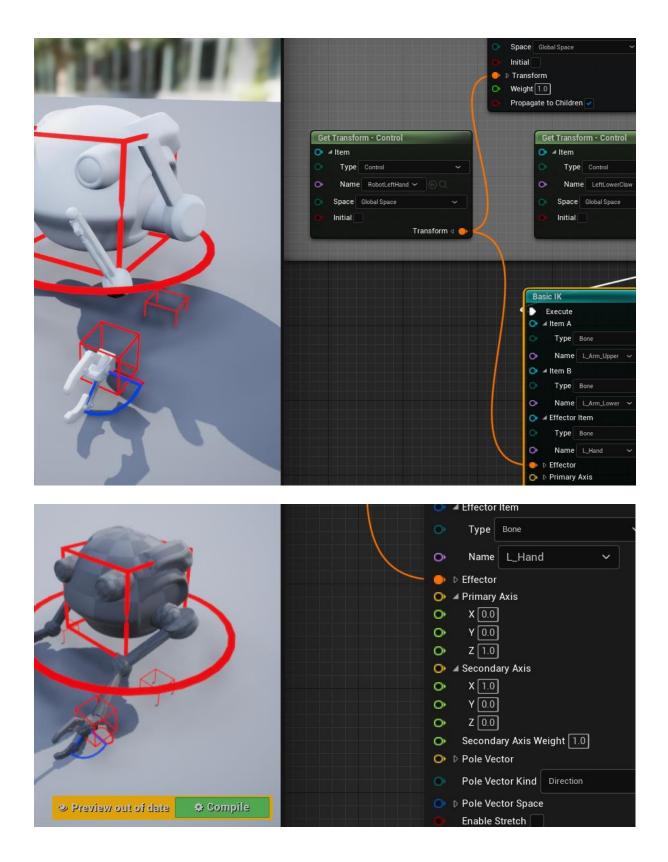
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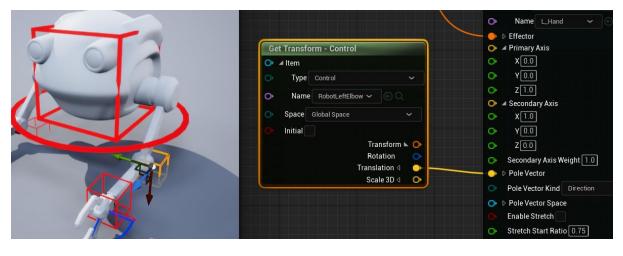


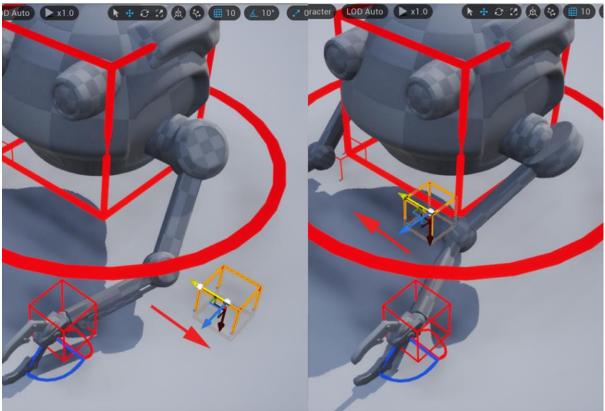


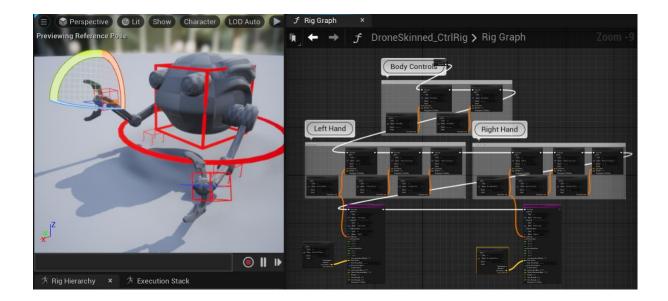




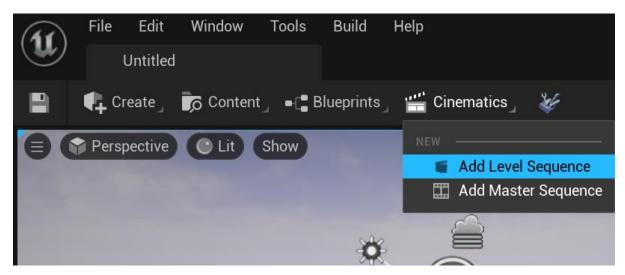




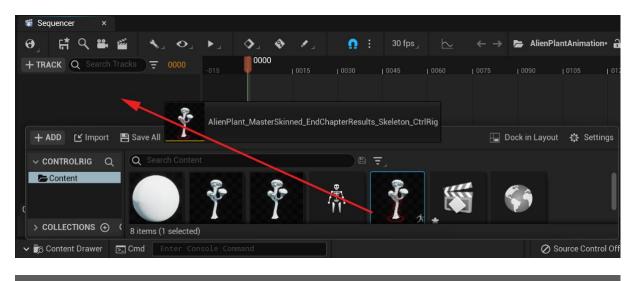


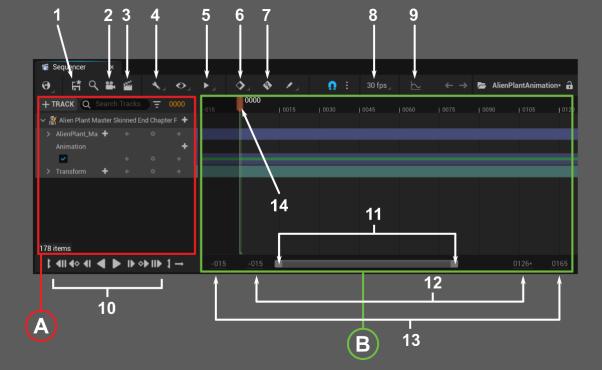


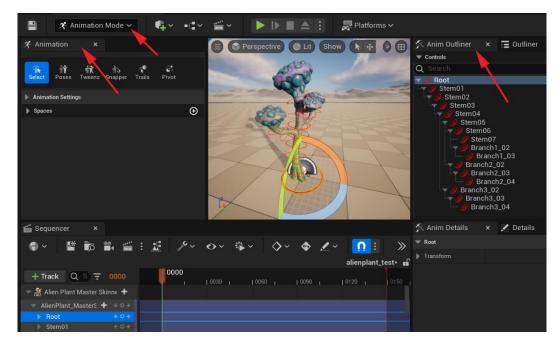
## **Chapter 16: Creating a Simple Swaying Animation Cycle in UE5 Sequencer**

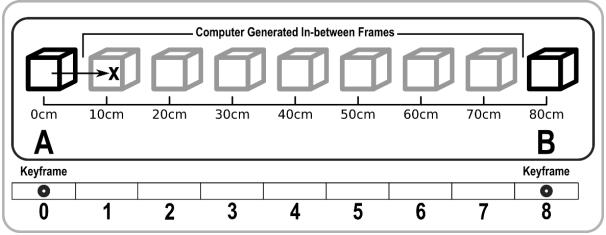


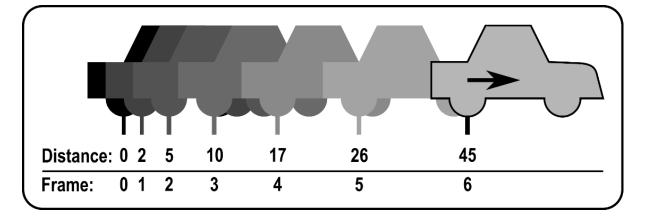
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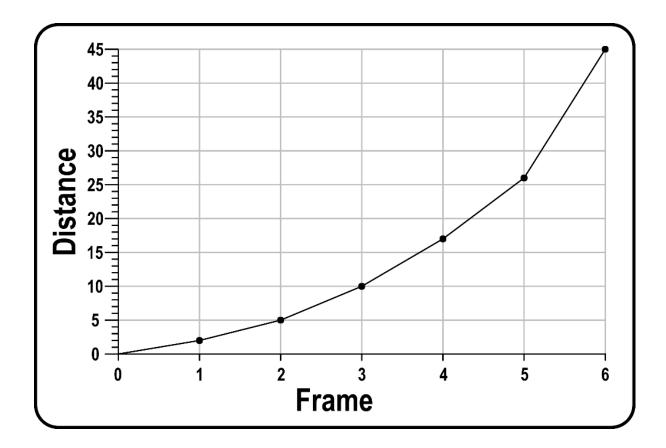


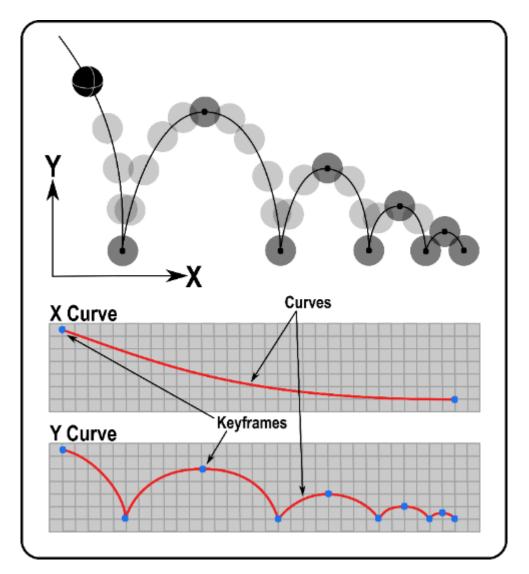


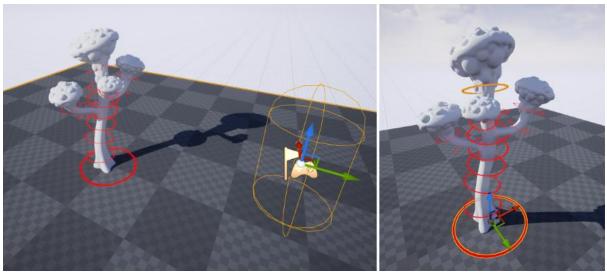


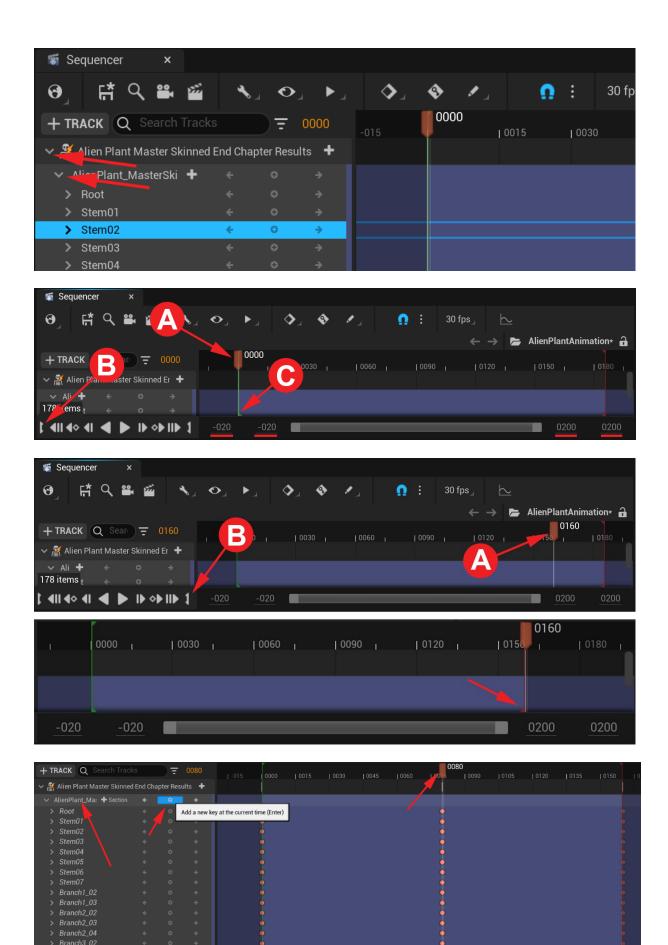


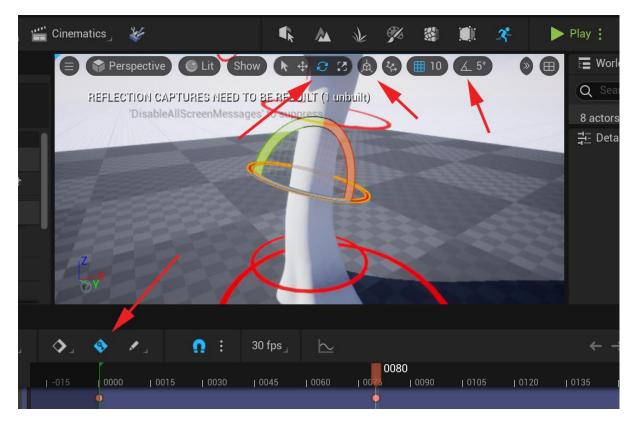


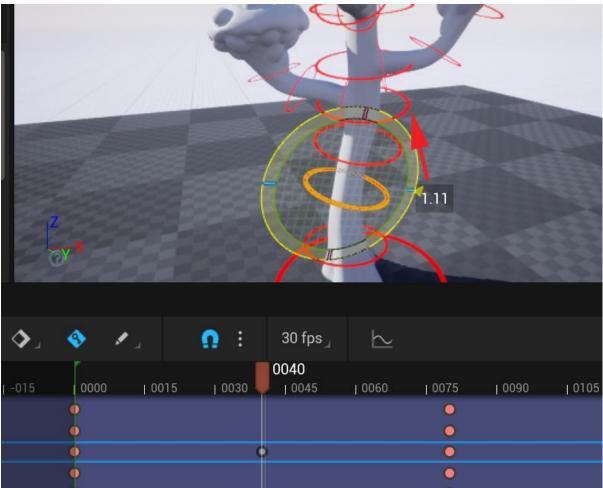










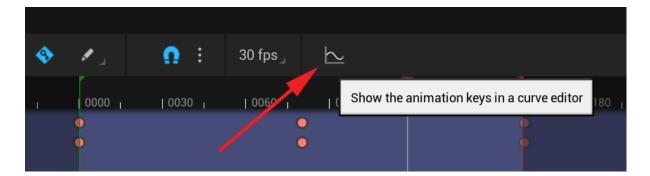


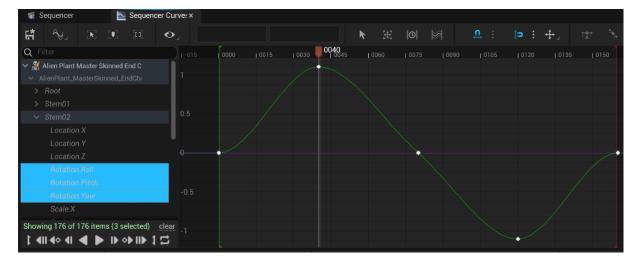
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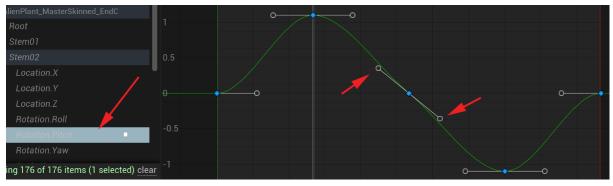
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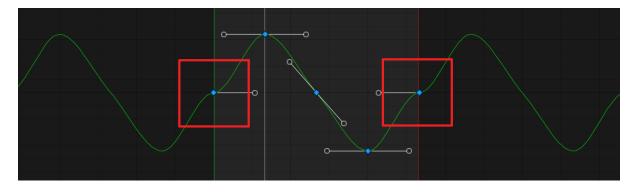


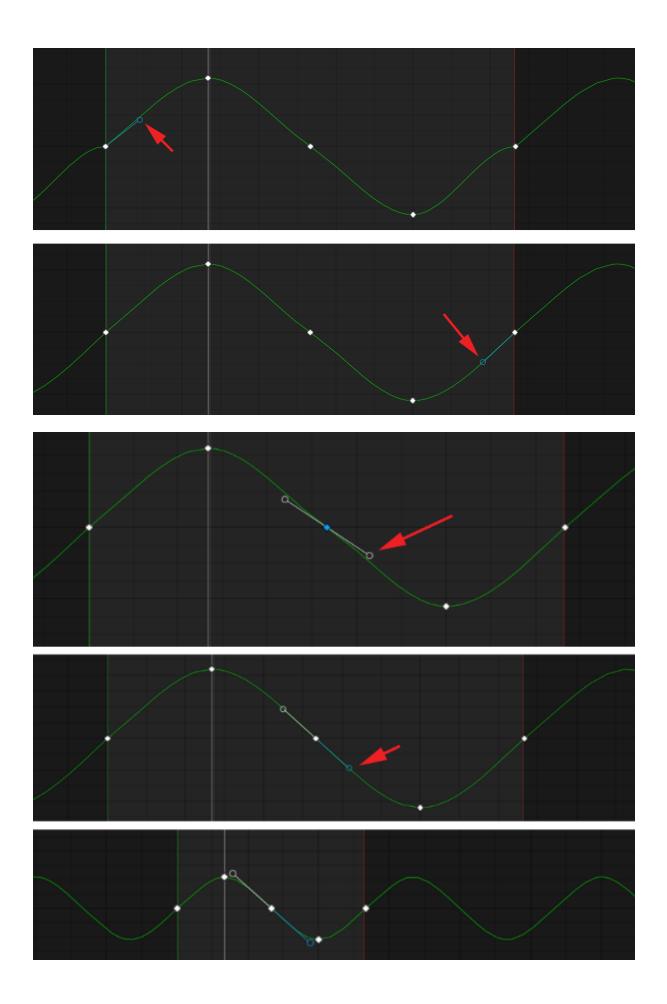


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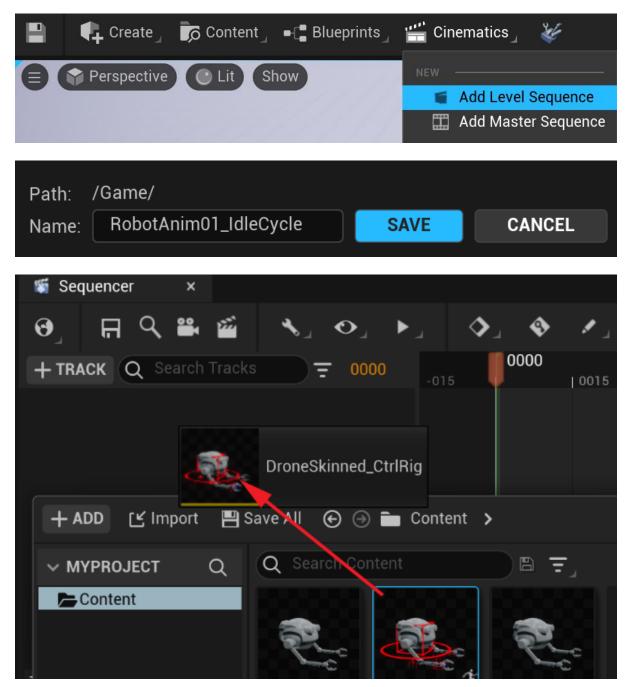


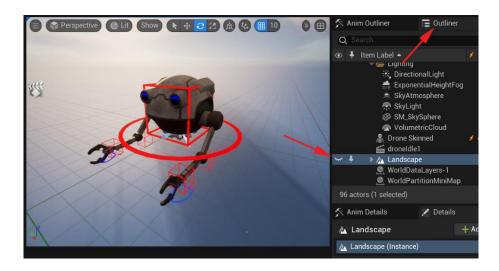
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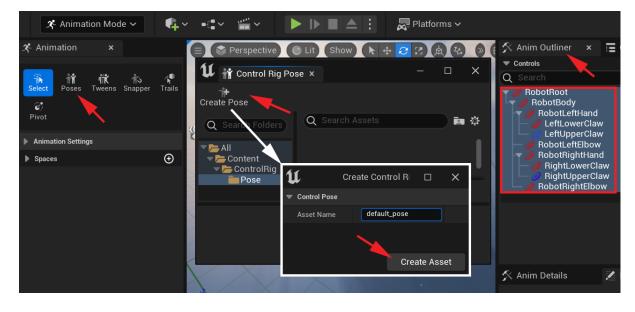
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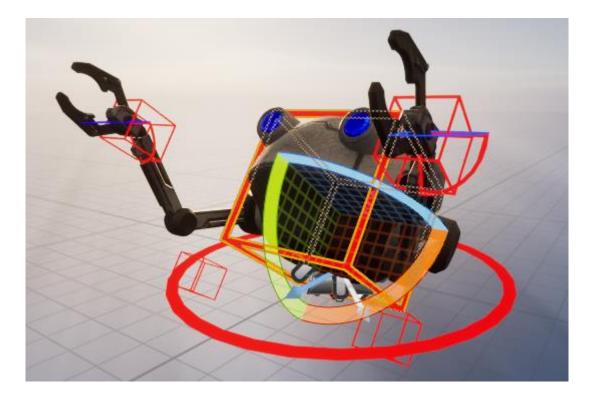
## **Chapter 17: Create Three Simple Animations for the Robot in UE5 Sequencer**

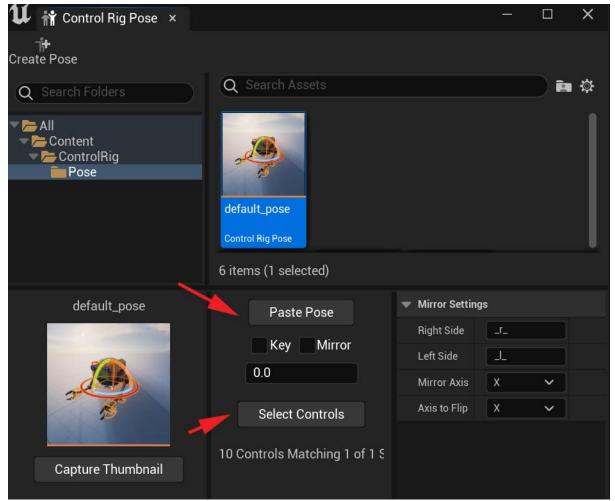


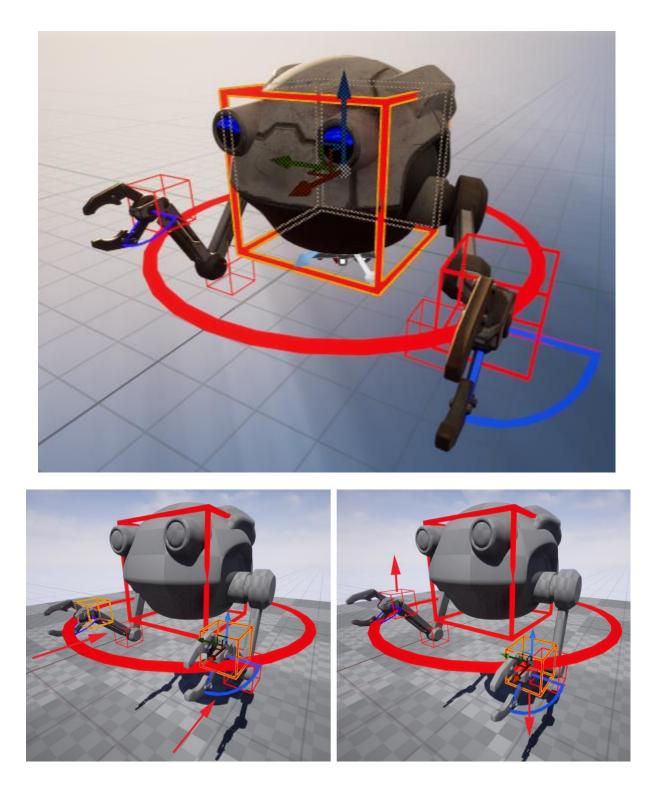


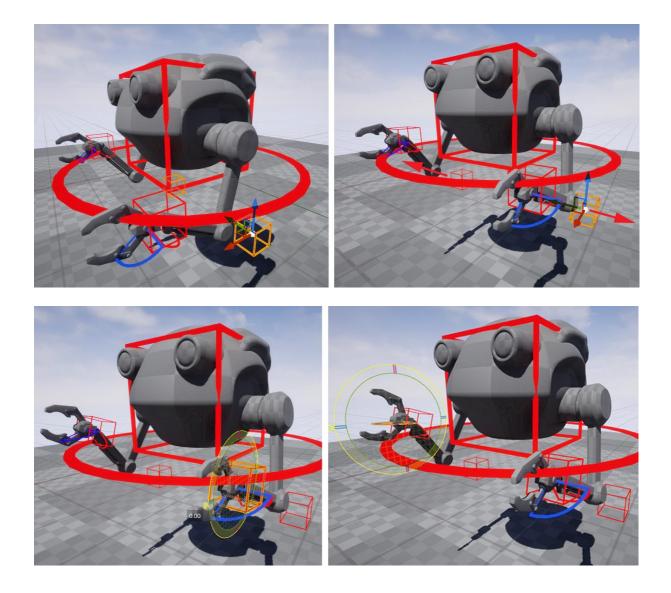


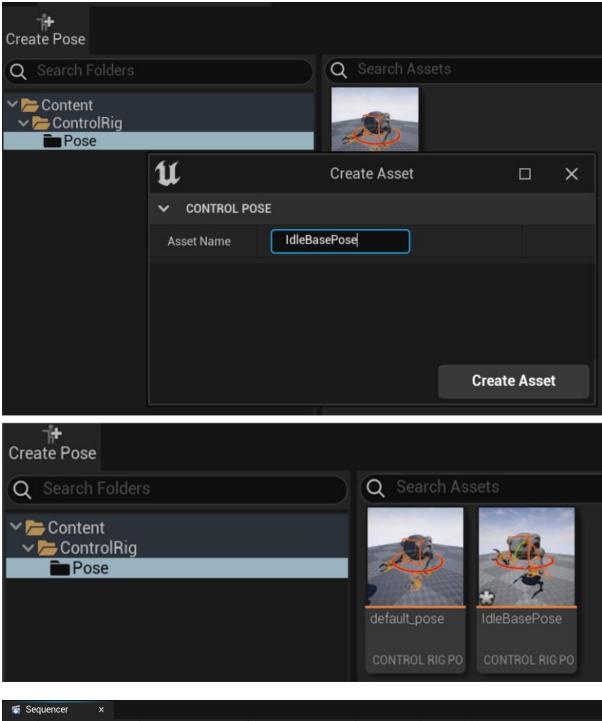






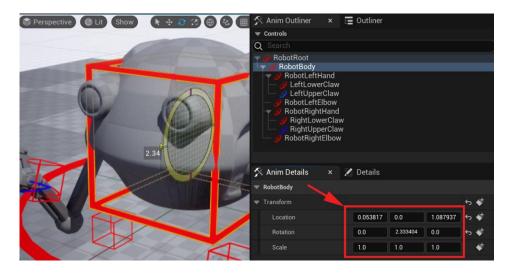






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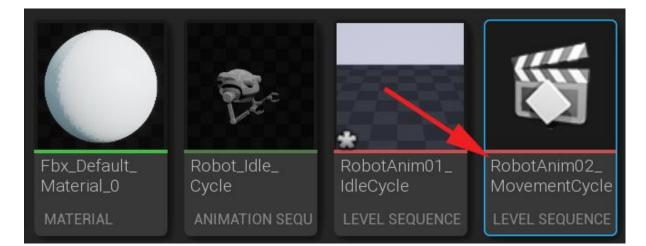
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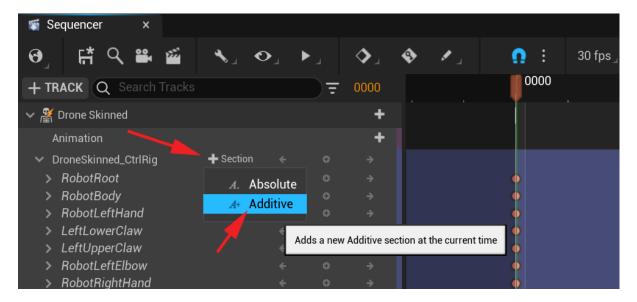
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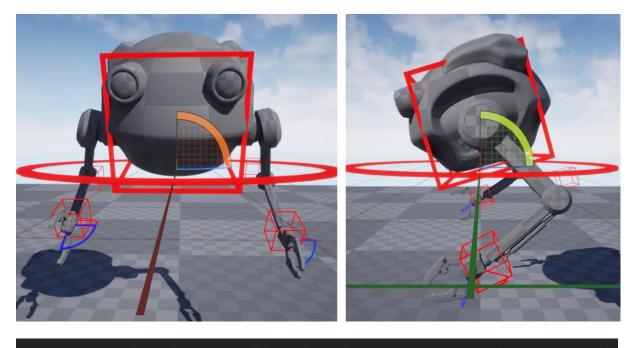
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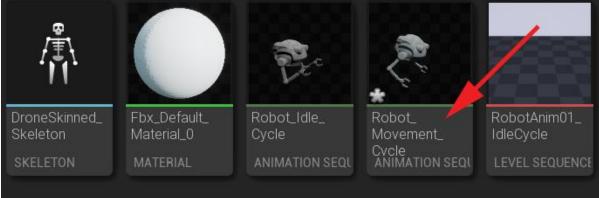


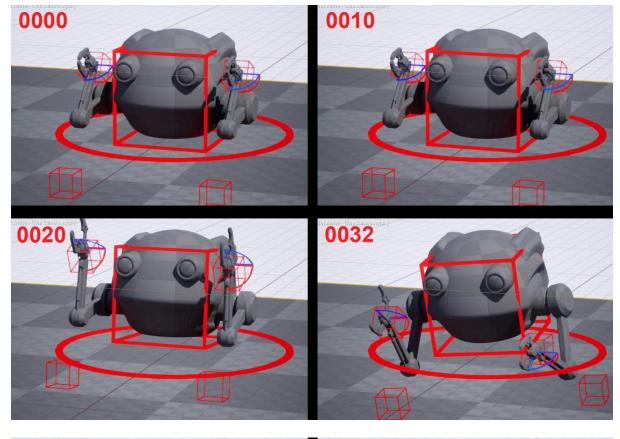
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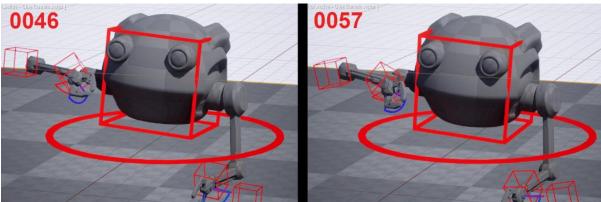
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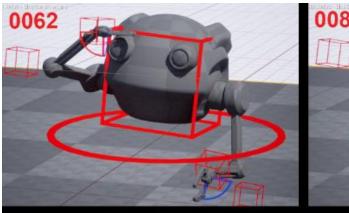
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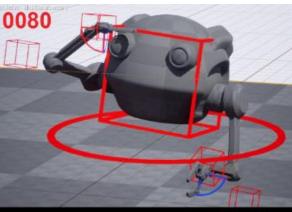


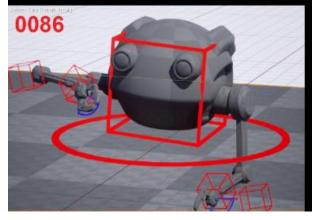


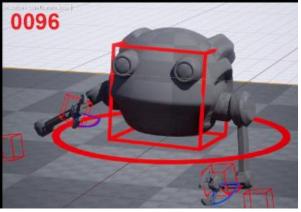


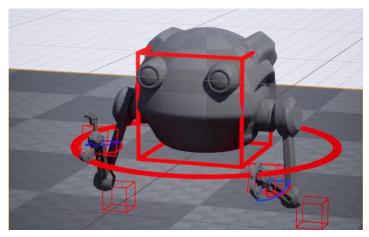




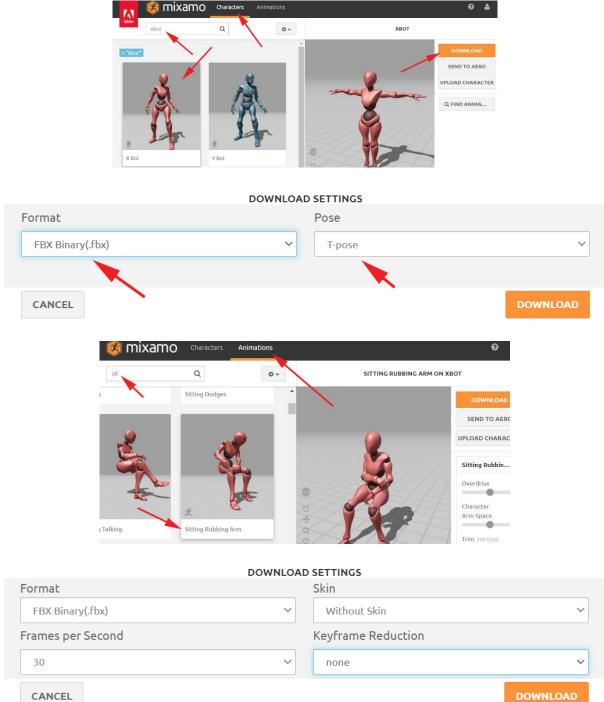




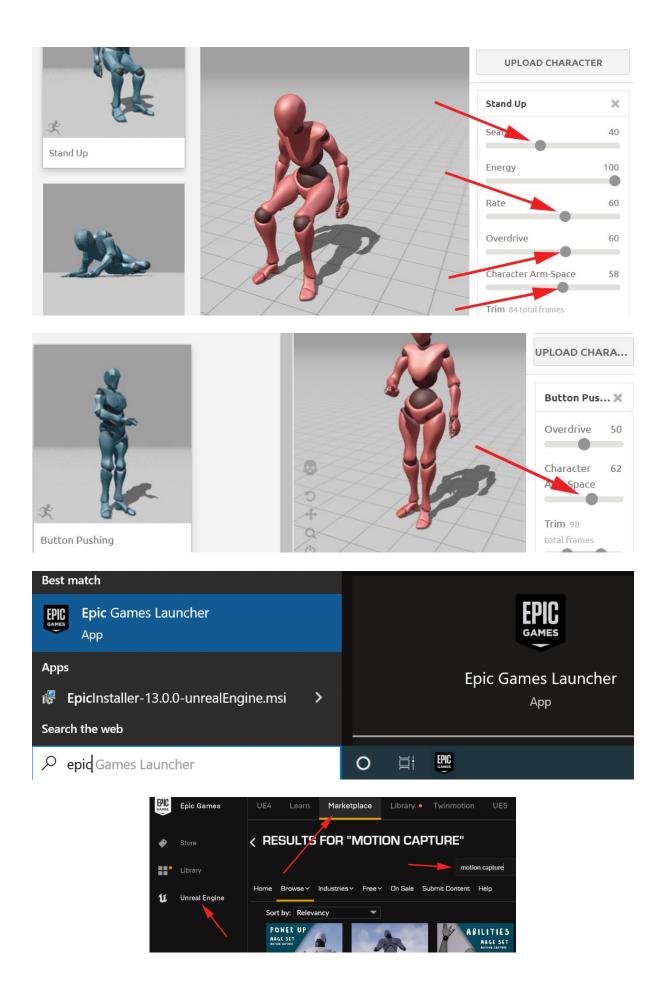


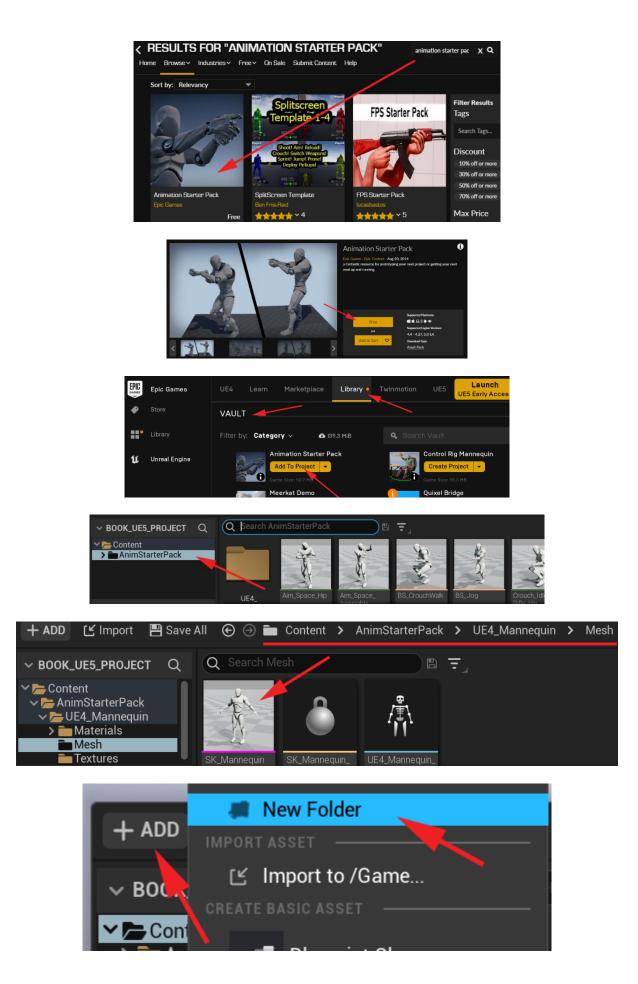


## **Chapter 18: Import Motion Capture onto the Metahuman Control Rig**

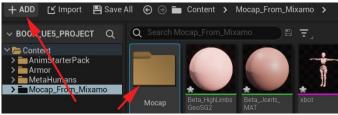


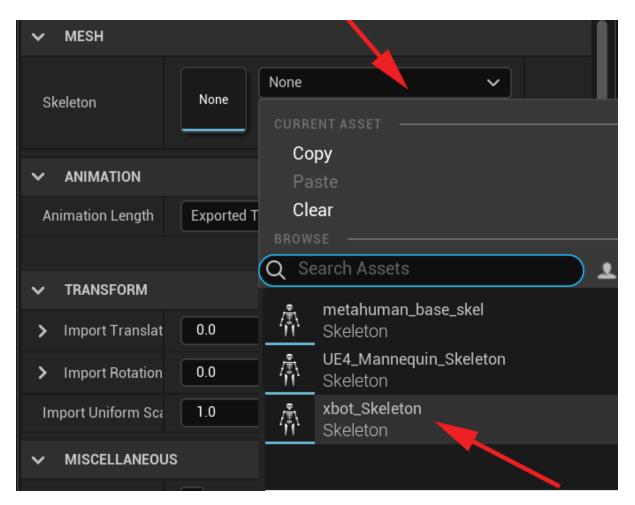
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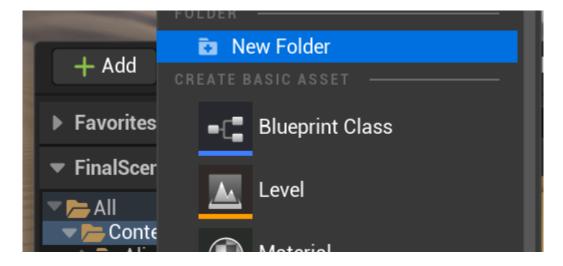


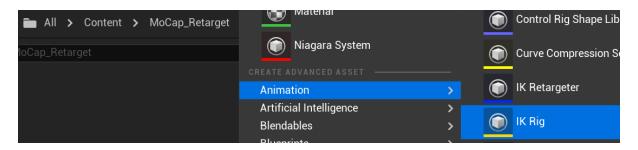
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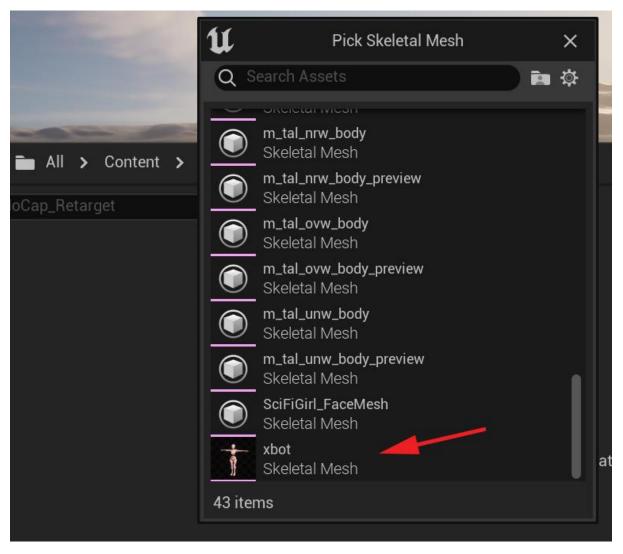


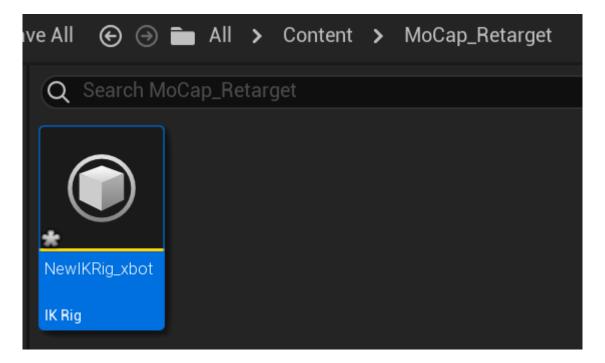




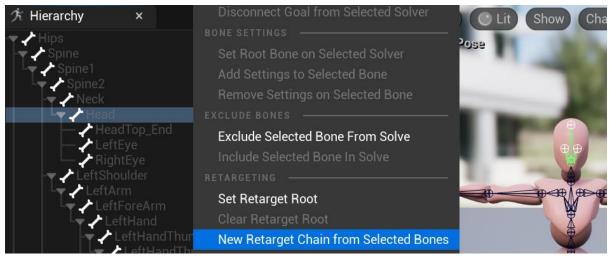




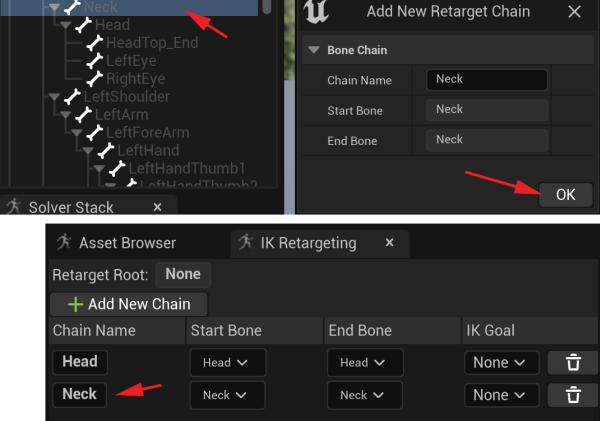


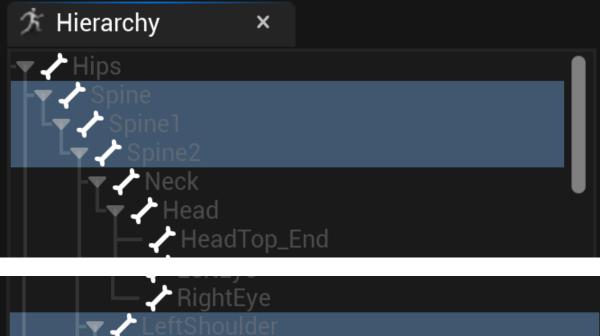






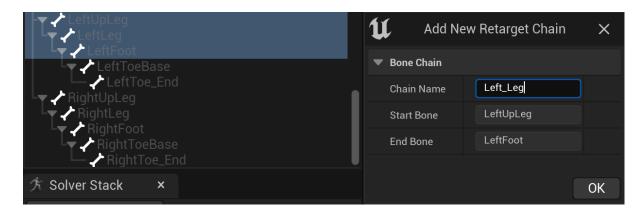
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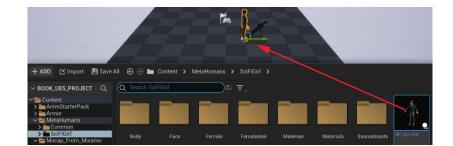
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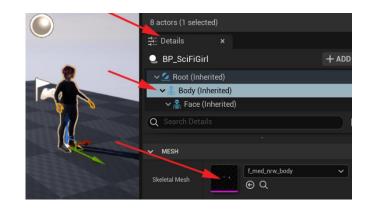
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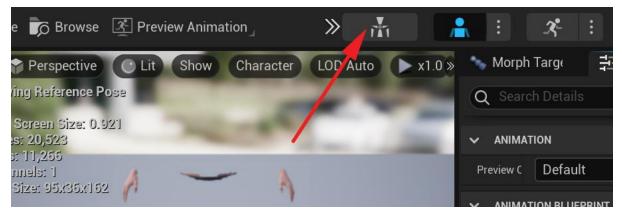


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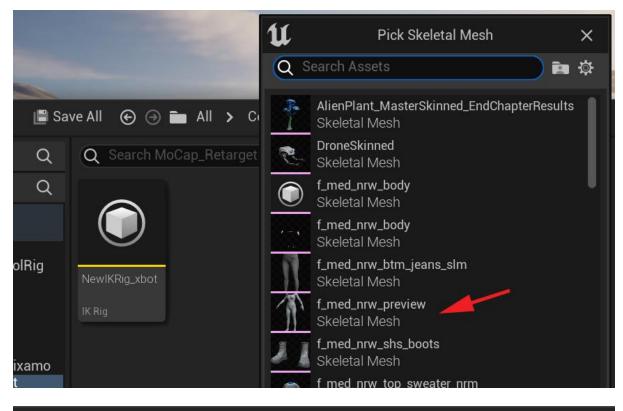
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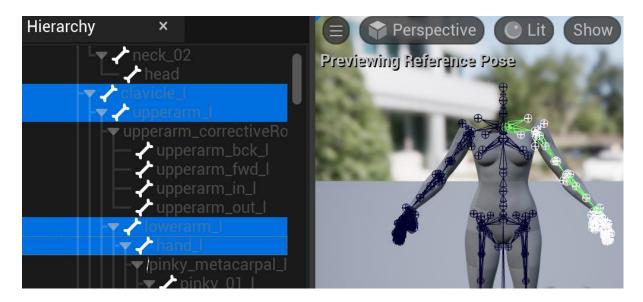




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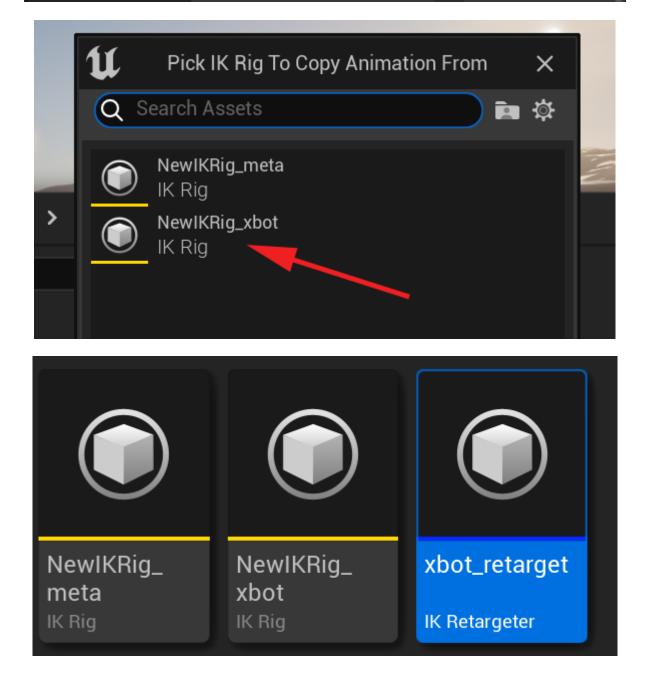


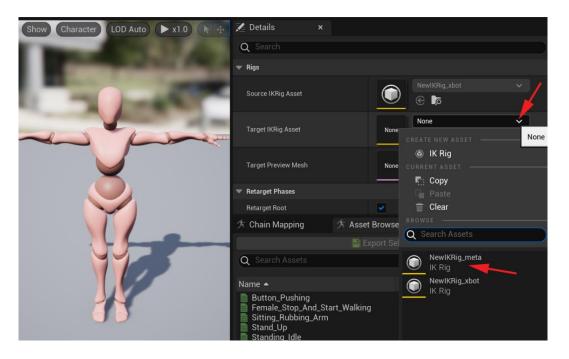
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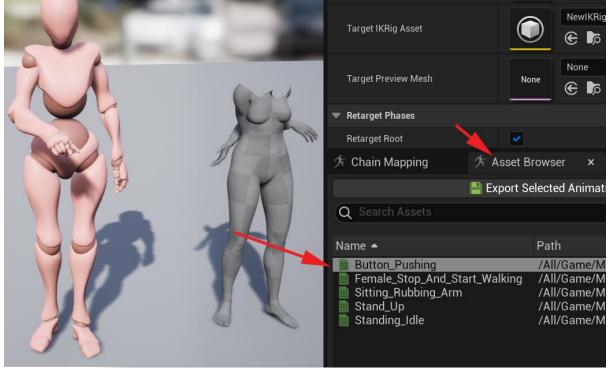


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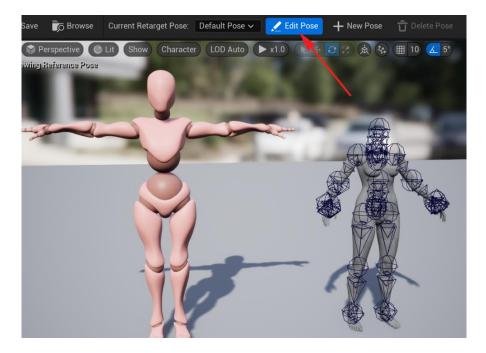
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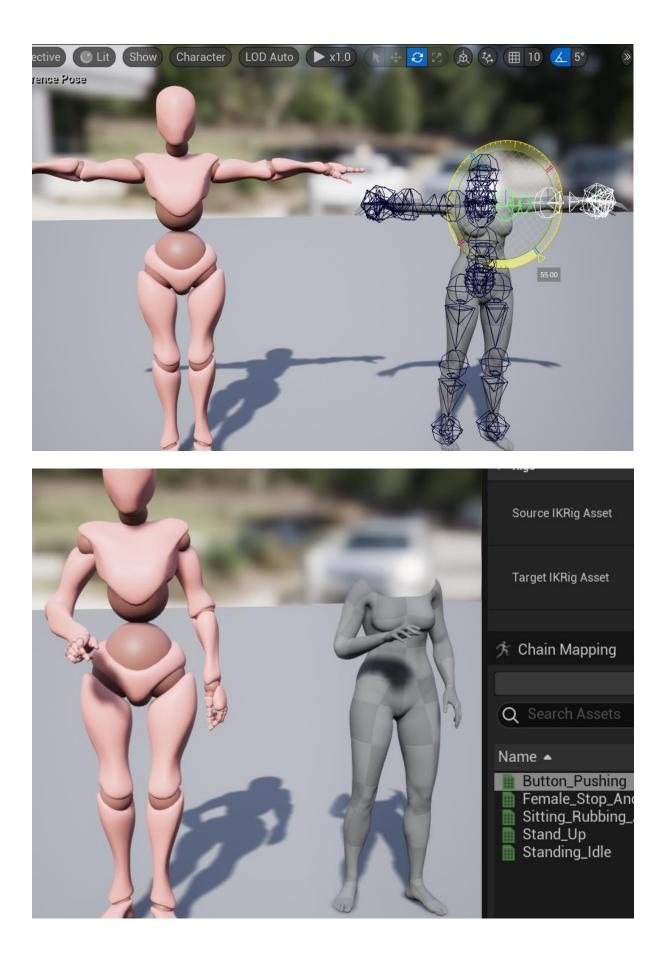






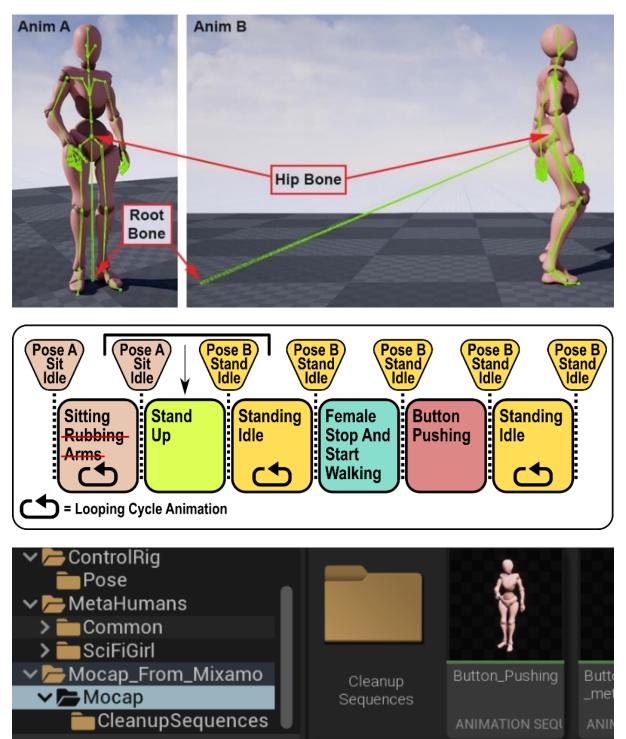
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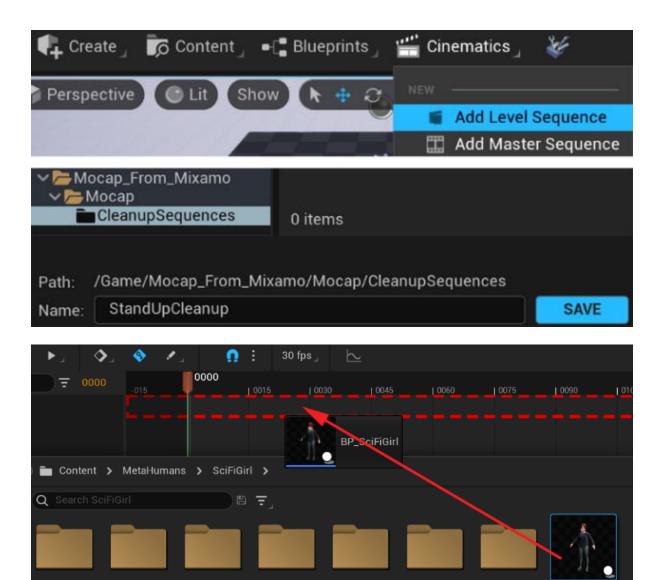




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## Chapter 19: Motion Capture Editing and Cleanup Using Control Rig and Sequencer





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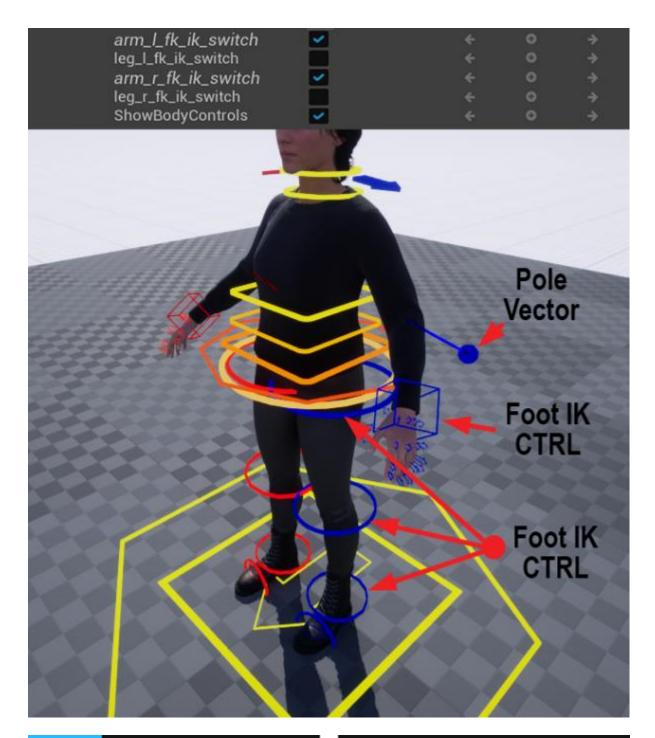


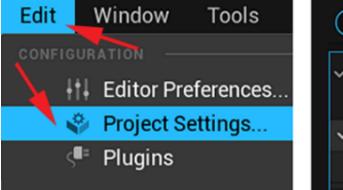
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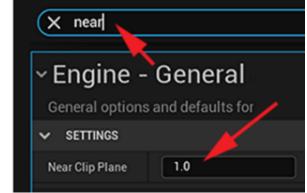
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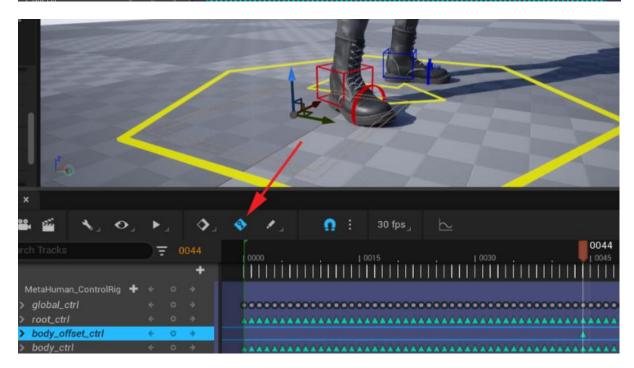


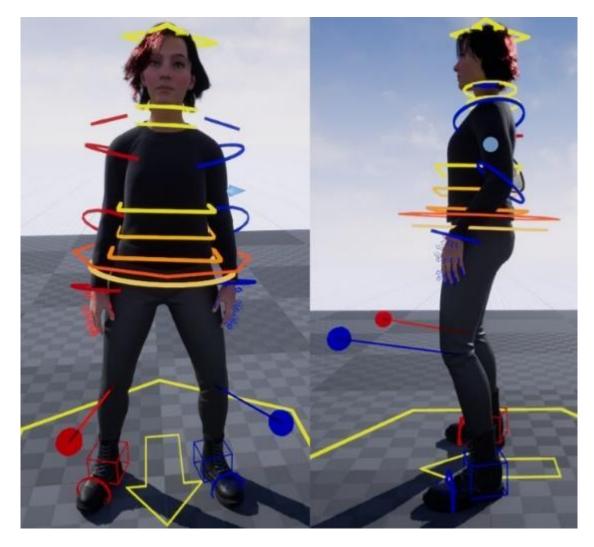




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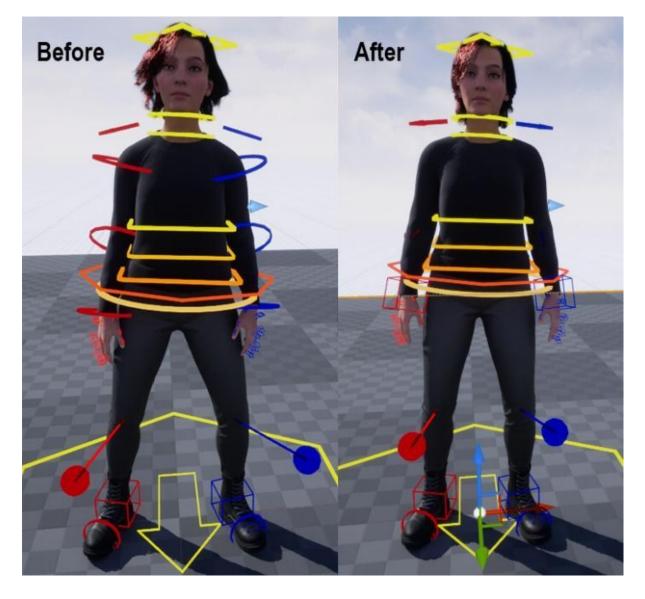


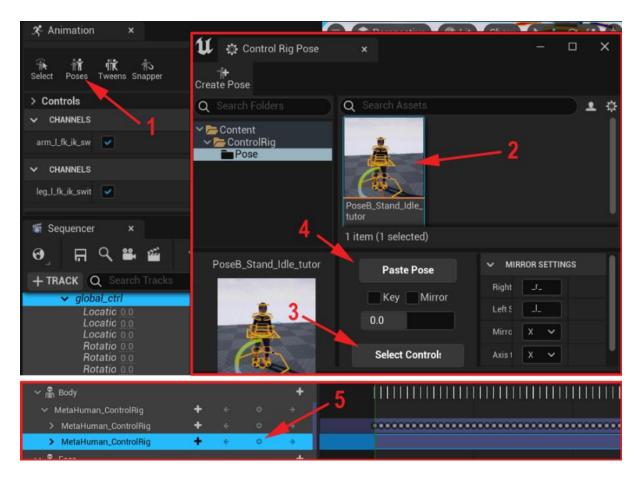


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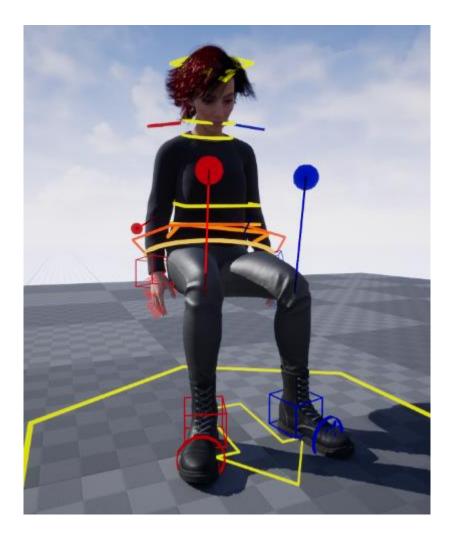
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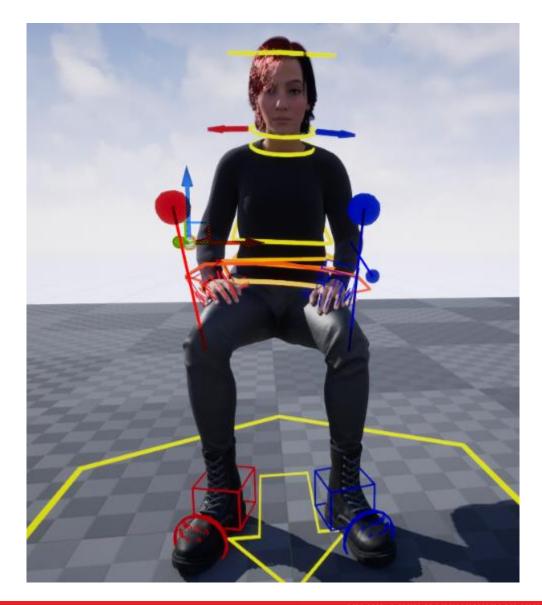
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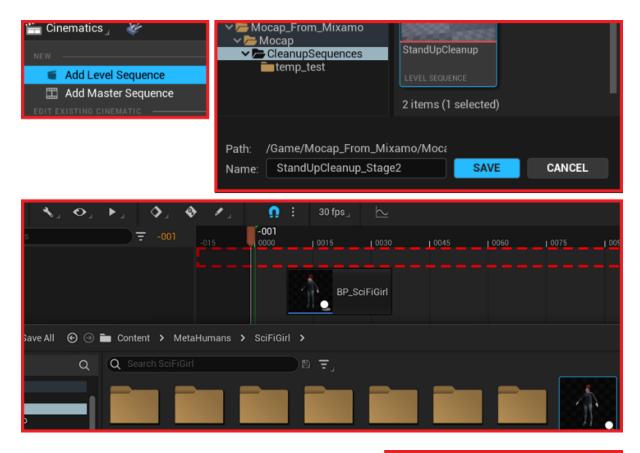


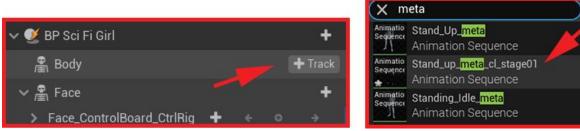
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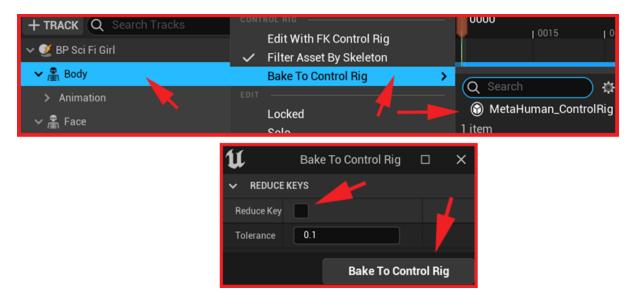




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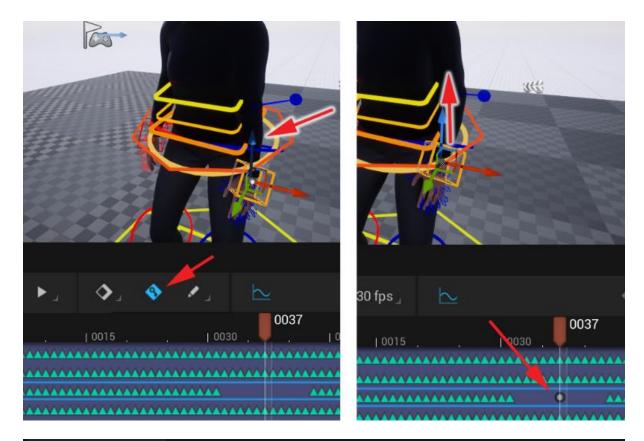


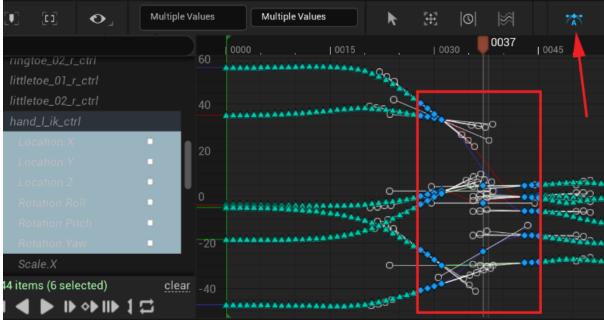


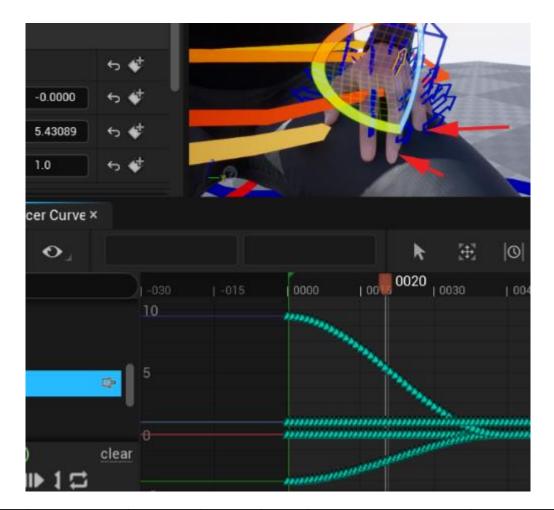


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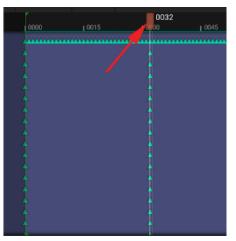






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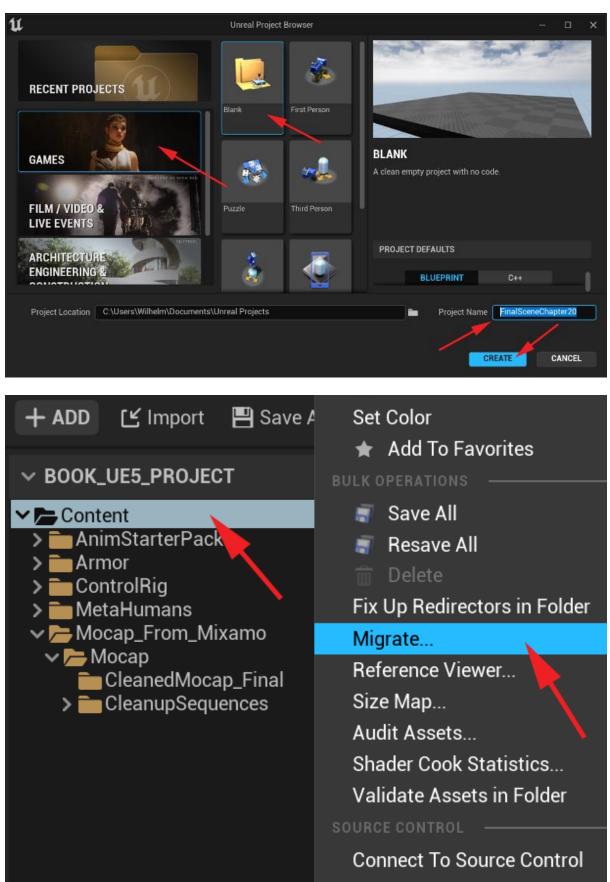


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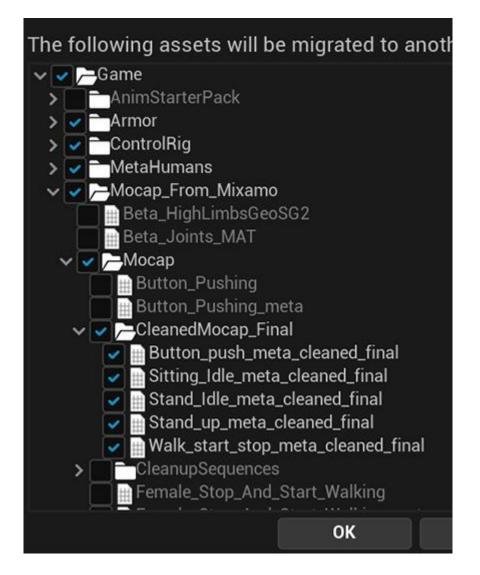
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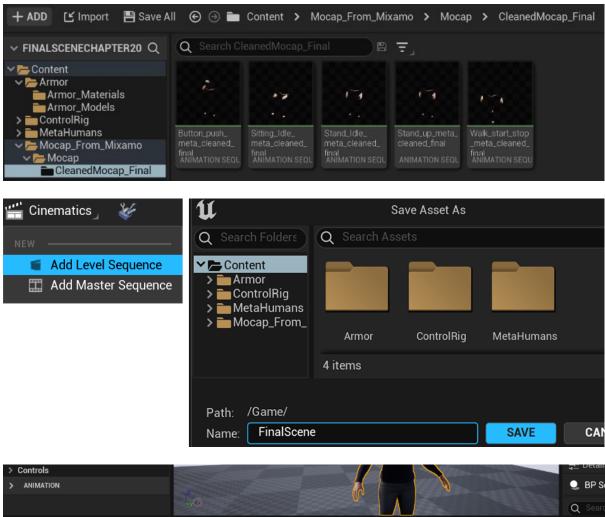
## **Chapter 20: Using Sequencer to Construct Your Final Scene**



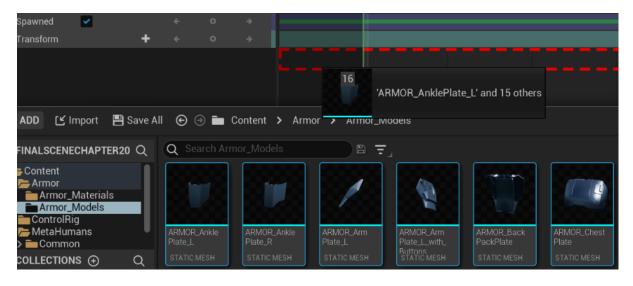
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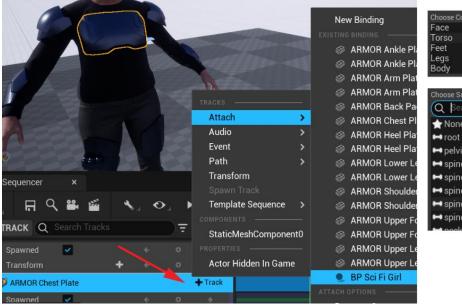
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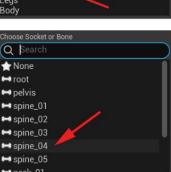
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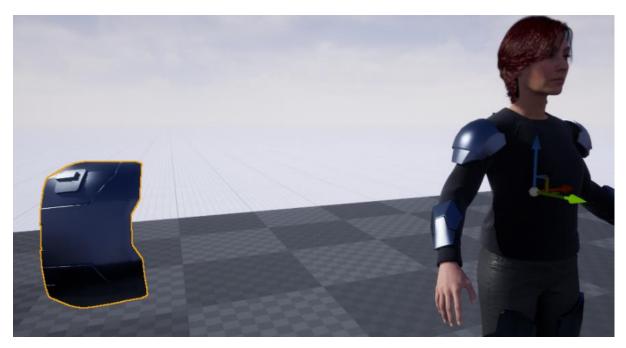


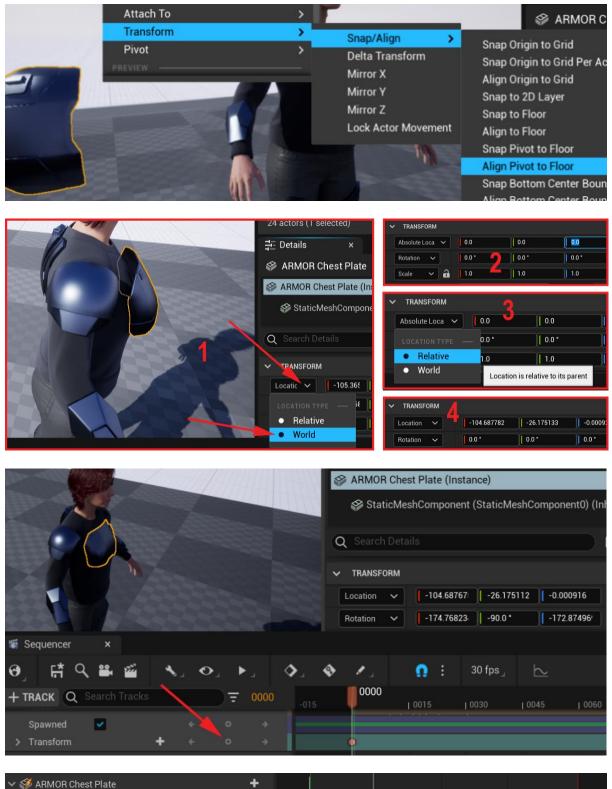
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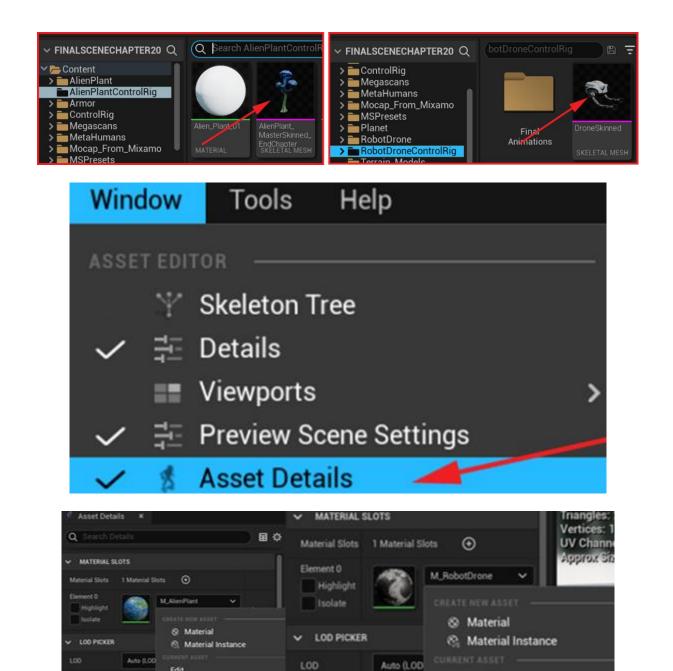








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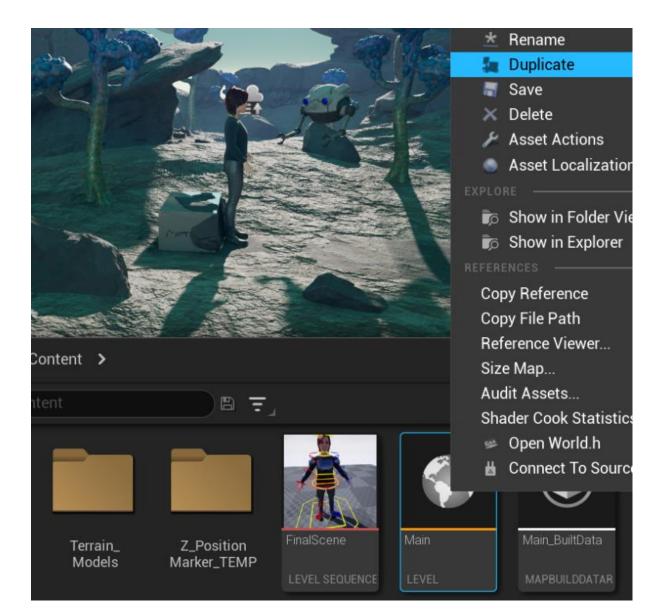
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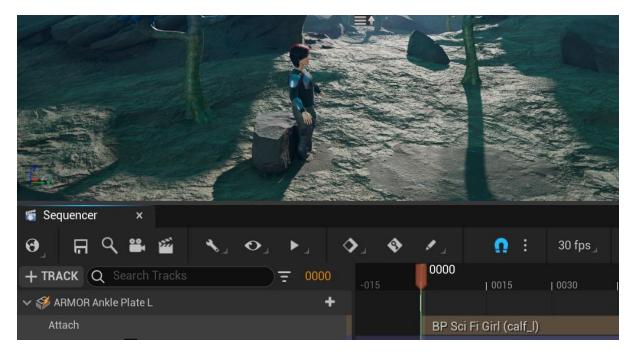
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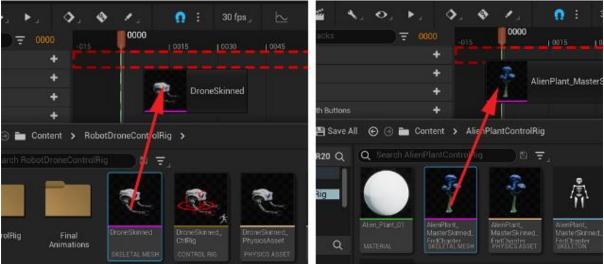
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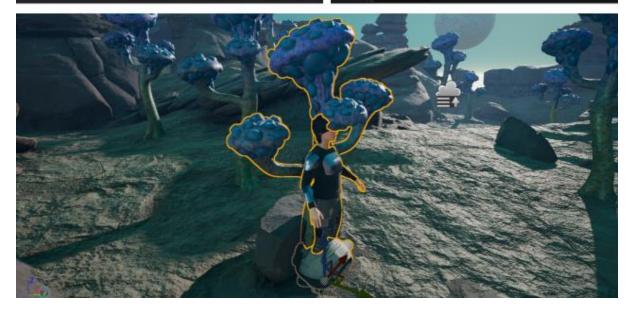
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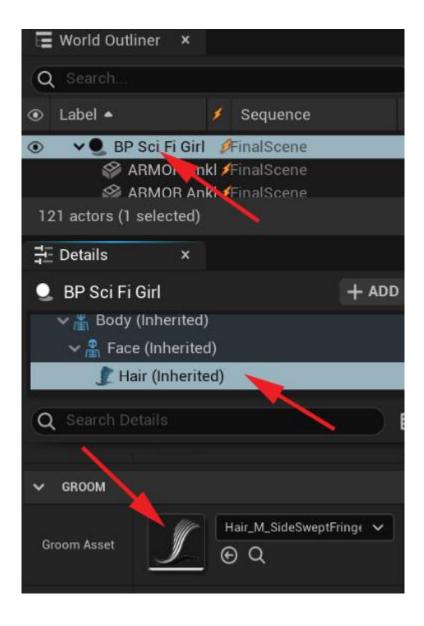


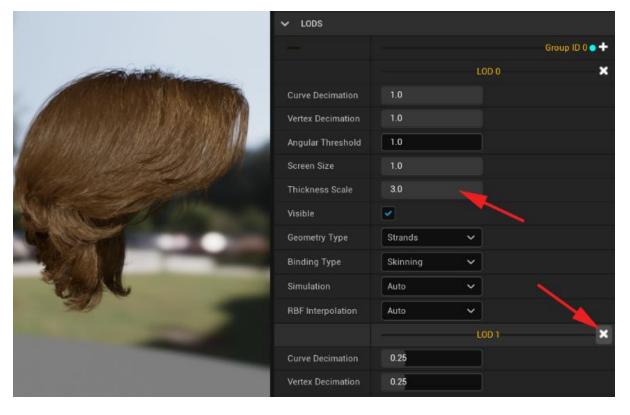




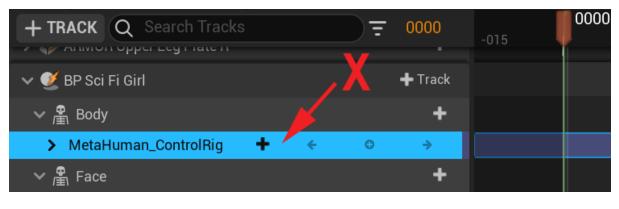


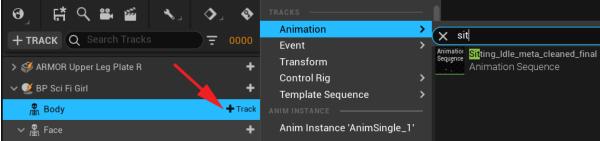




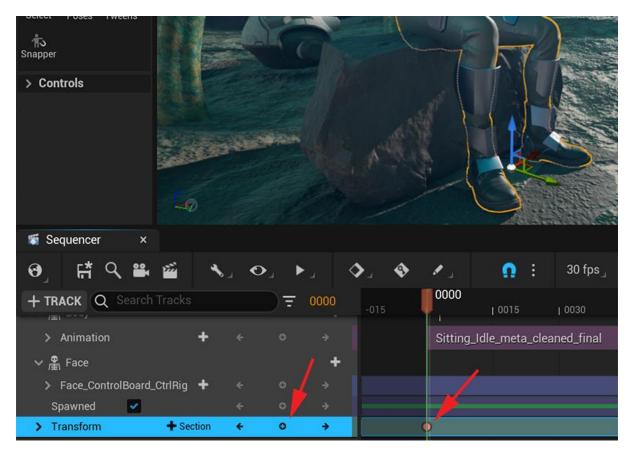














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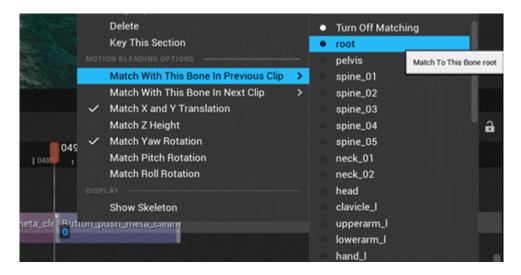
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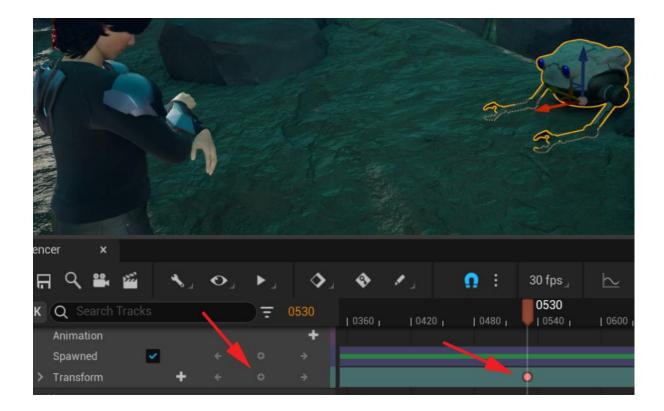
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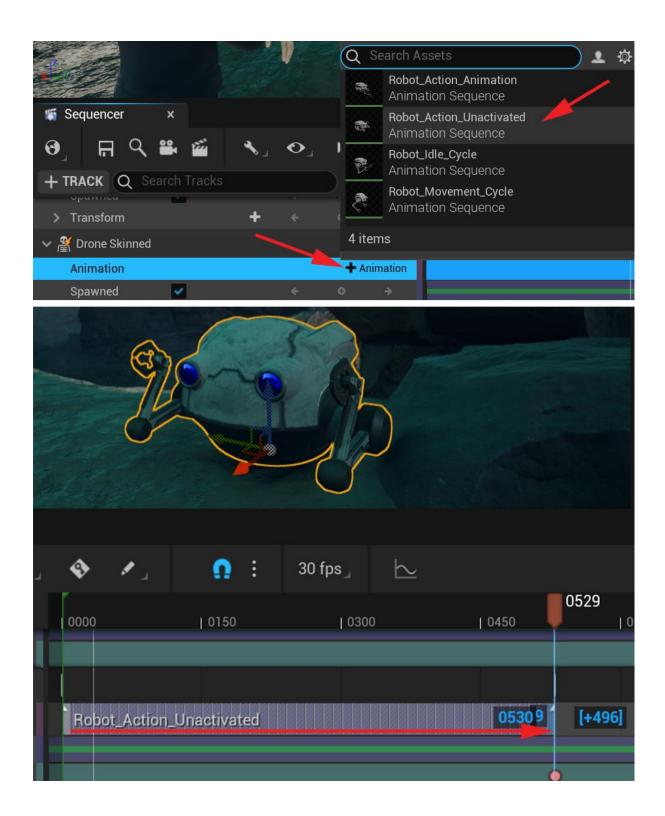


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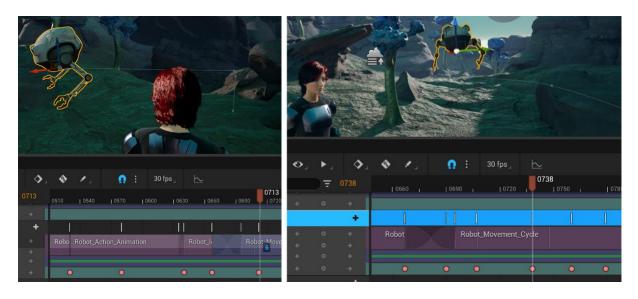
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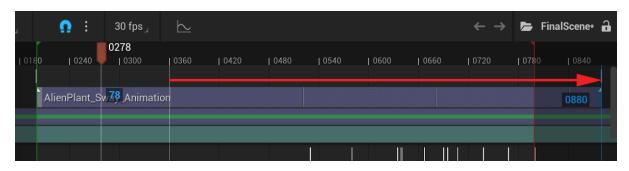


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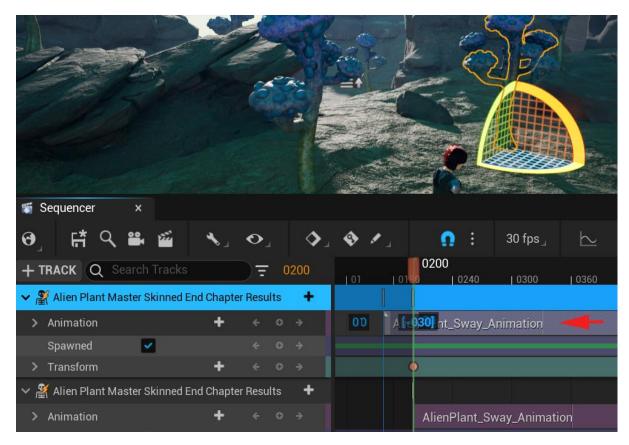
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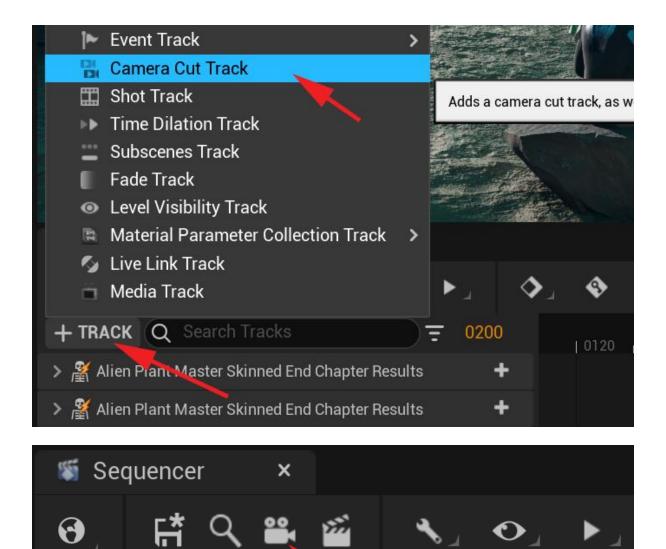
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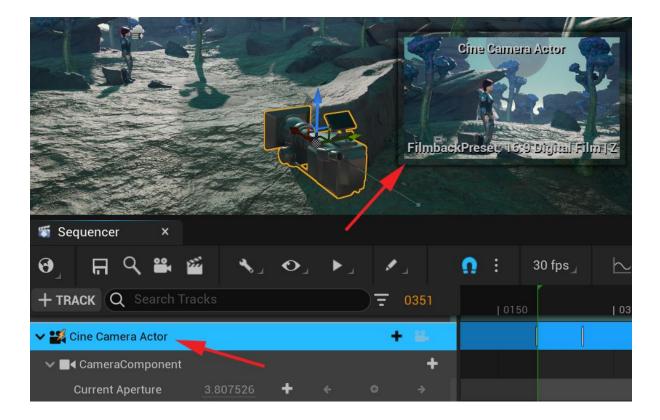
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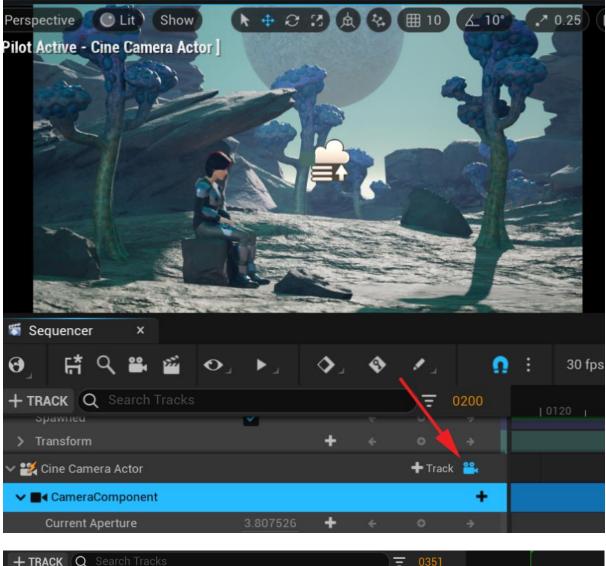
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