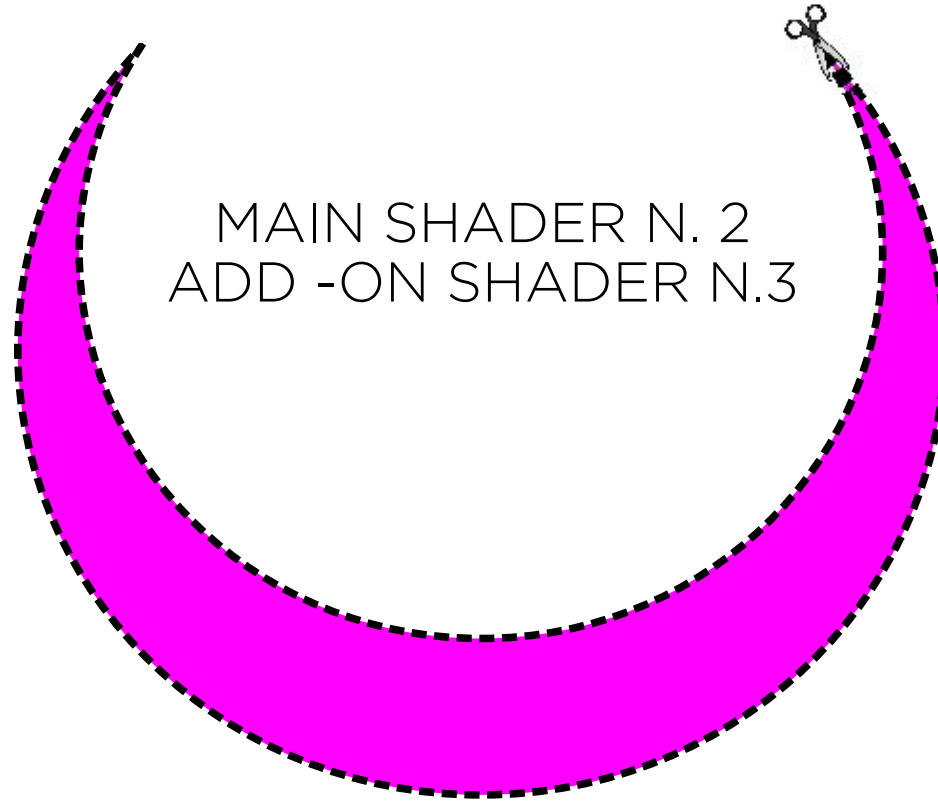




MAIN SHADER N. 2
ADD -ON SHADER N.3



SMILE TECHNIQUE