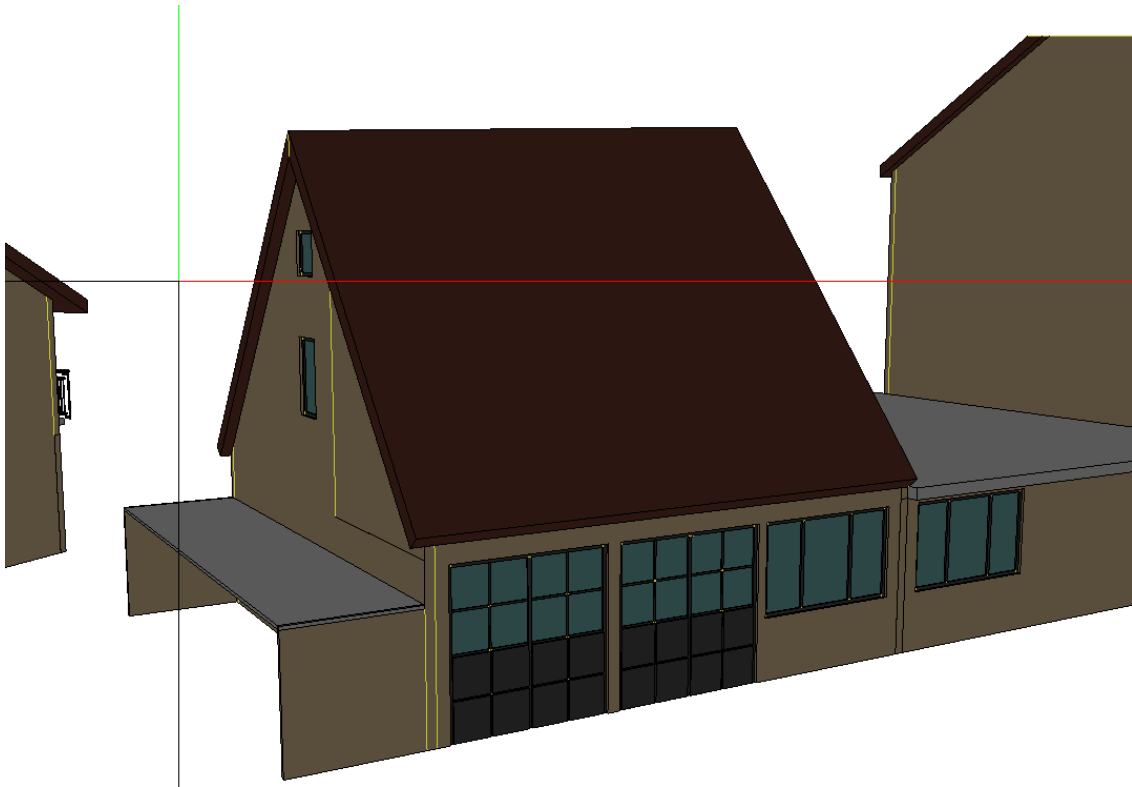


Rendering



Verdeckt-Berechnung