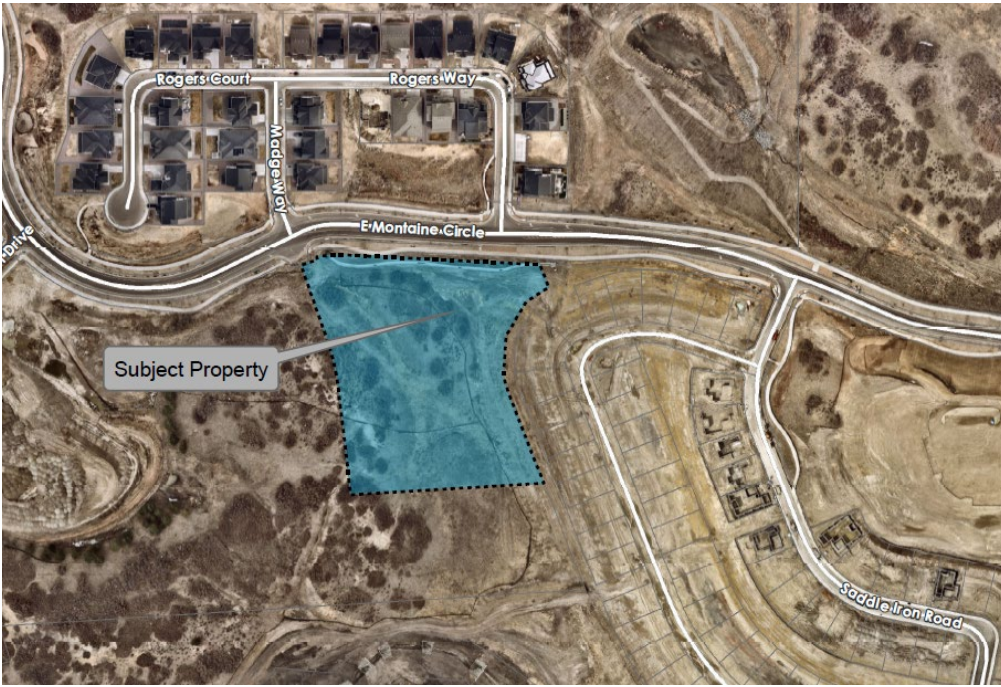


Vicinity Map:



Rendering:

