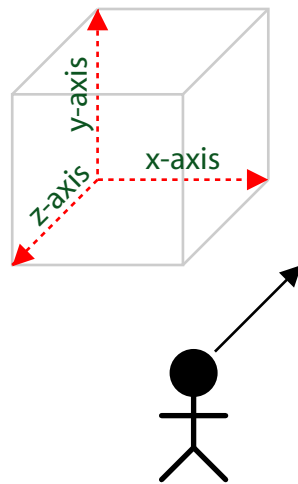


**OpenGL, Em3d library**



**Vizualize library**

