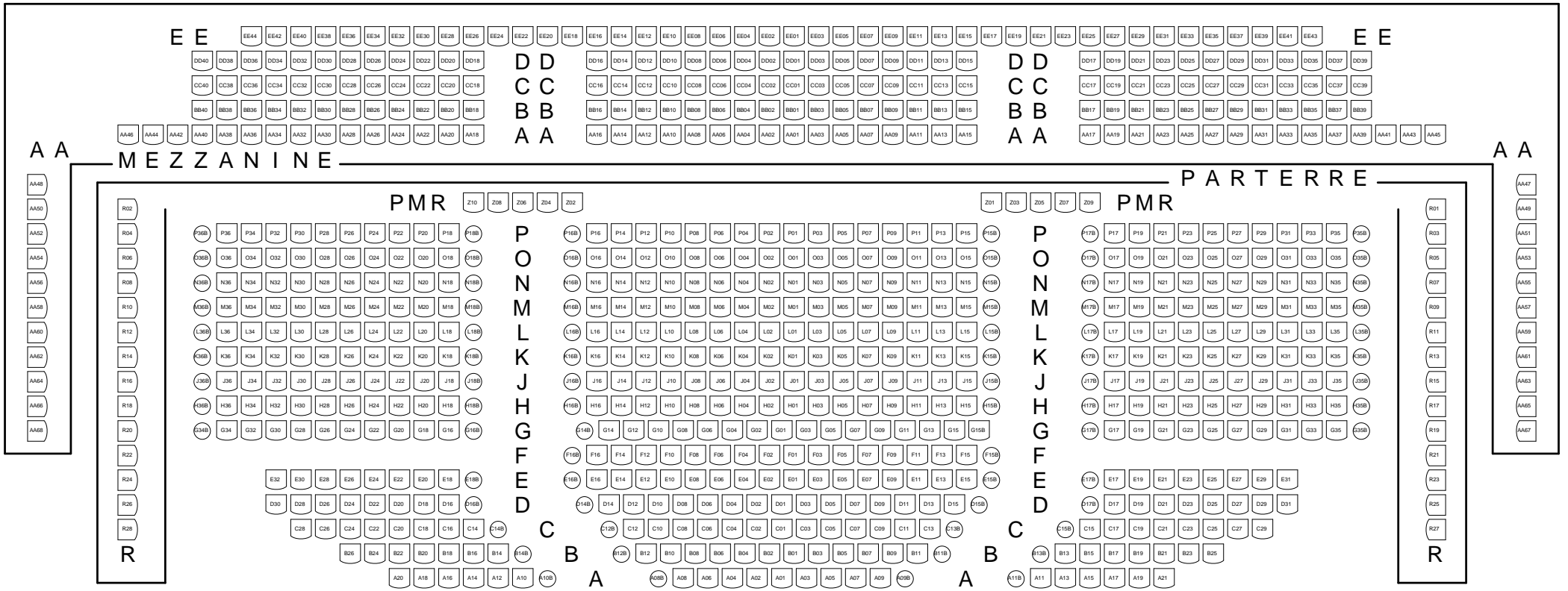


# MODELE



# SCENE