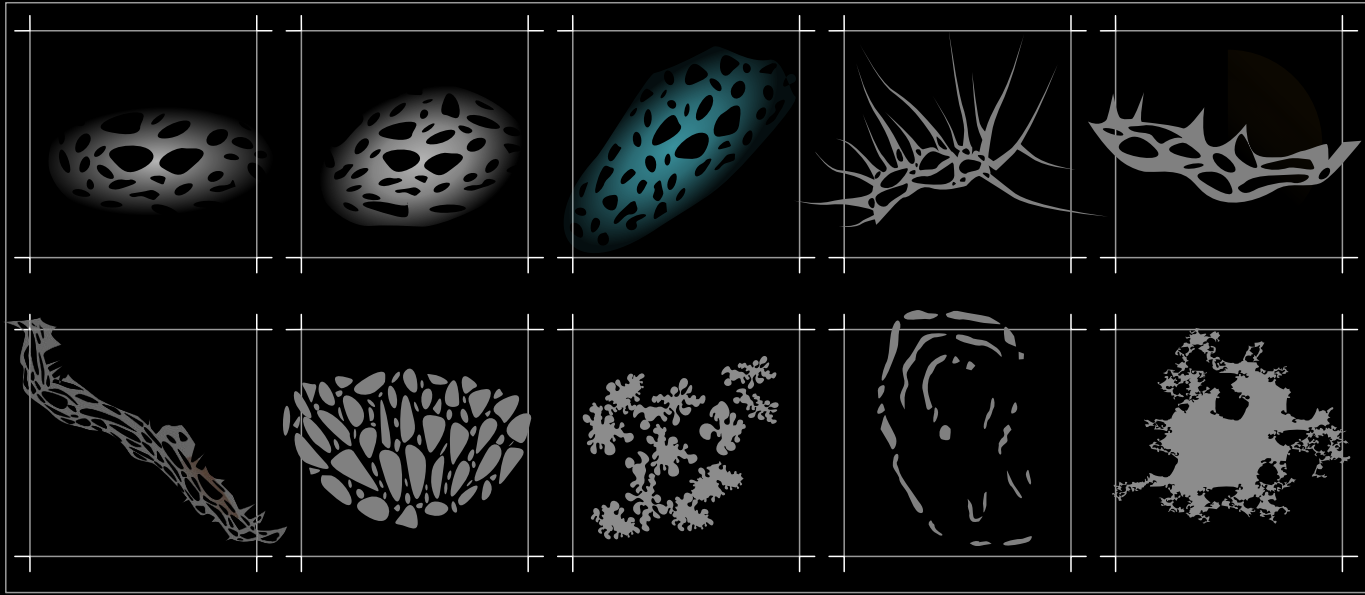


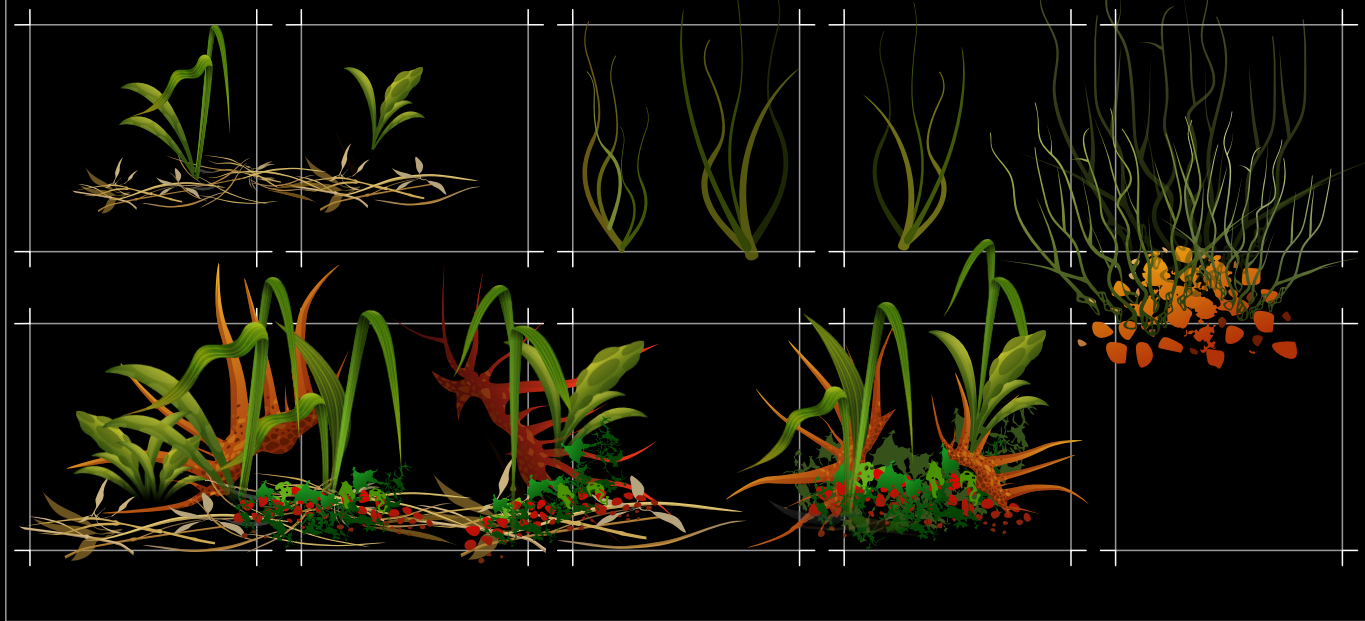
VECTOR ASSET camouflage vectors vectorAssets 07

Mesh



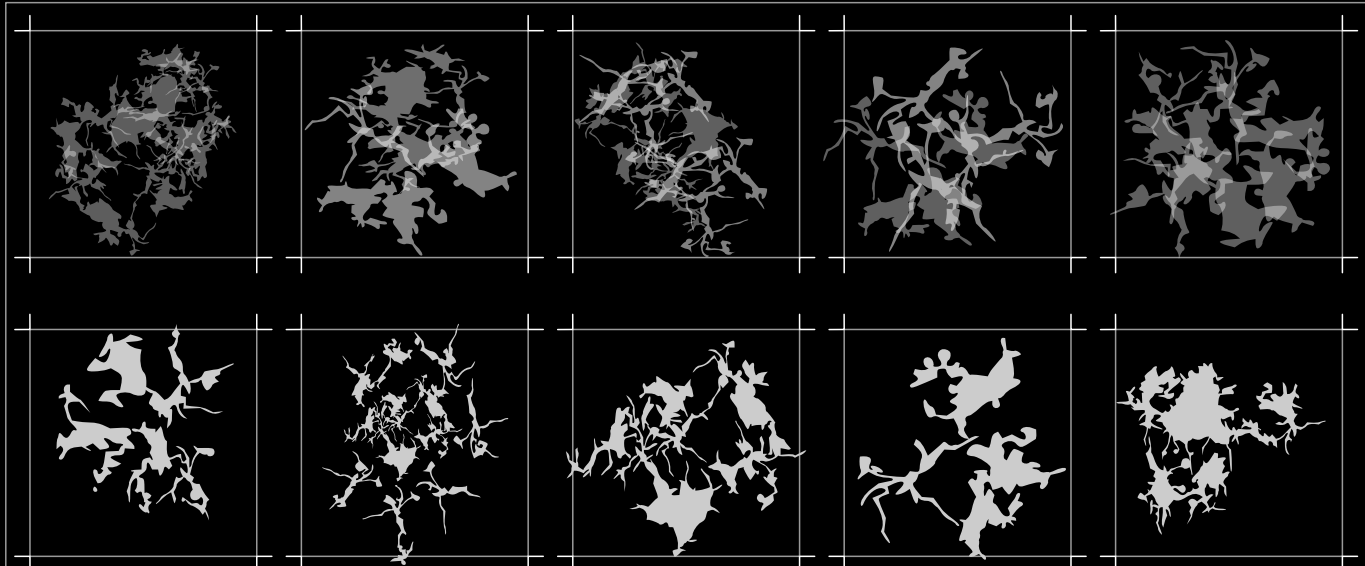
01
subcat

composites



02
subcat

Textures 01



03
subcat