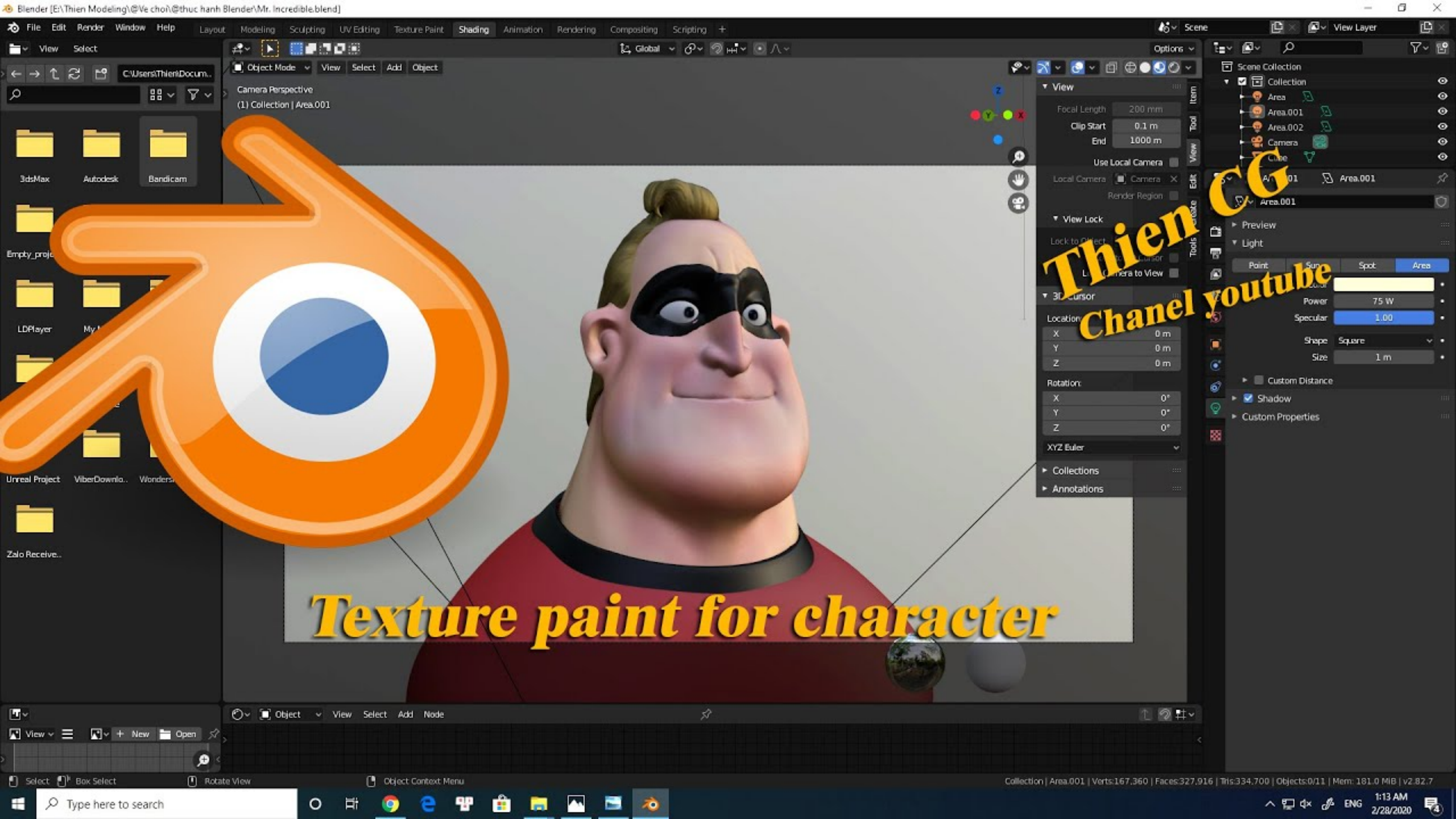




*Texture paint for character*