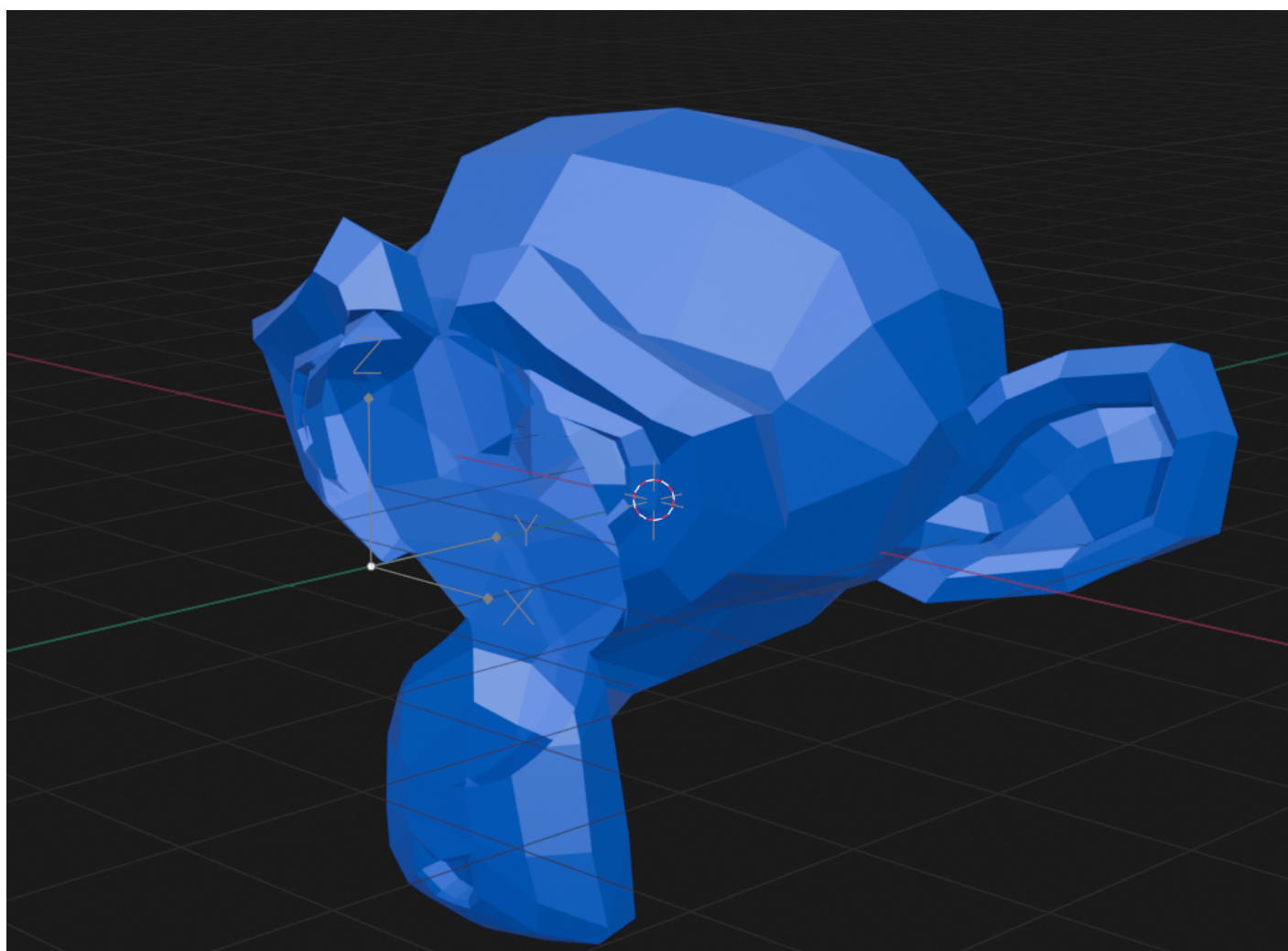
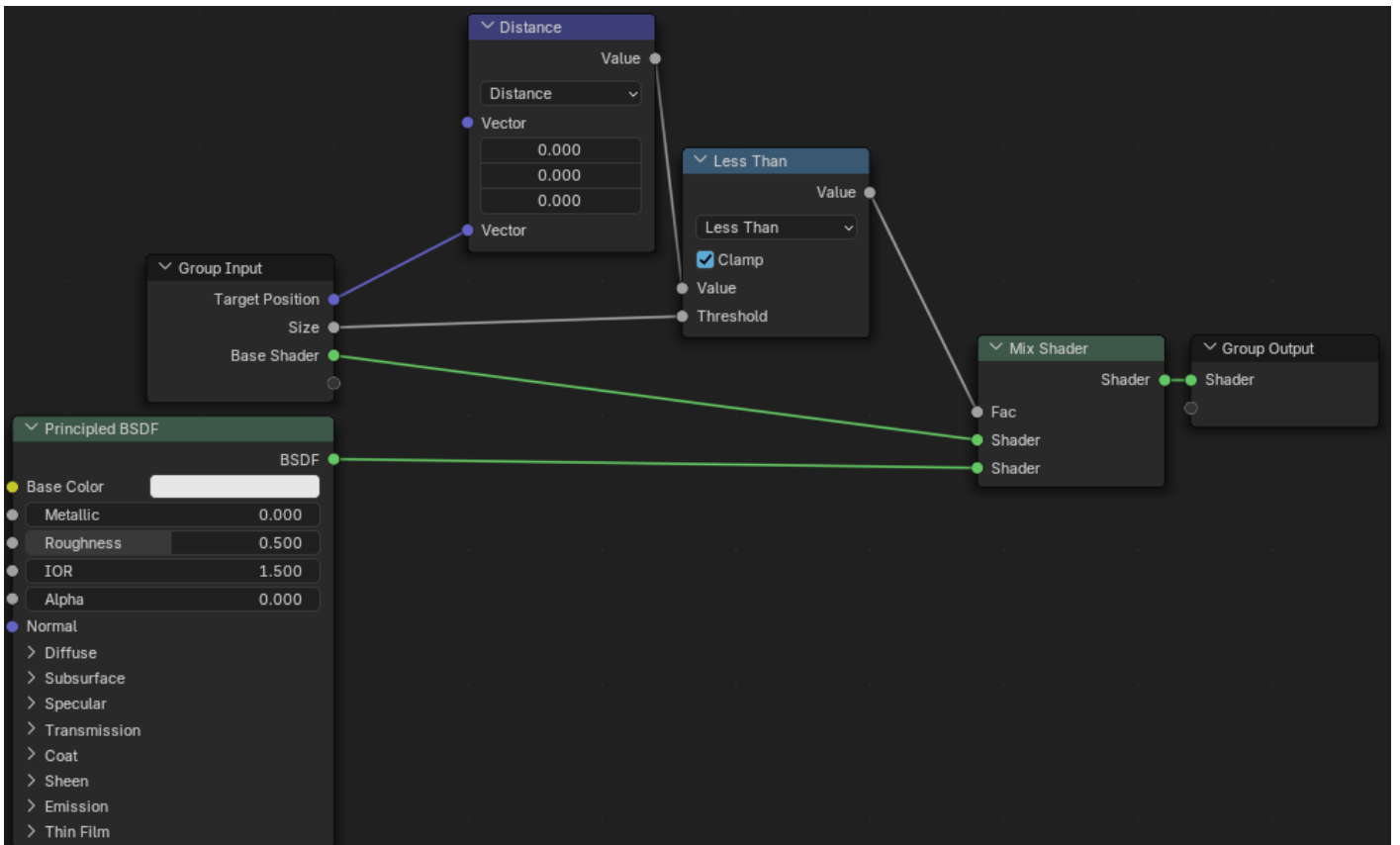
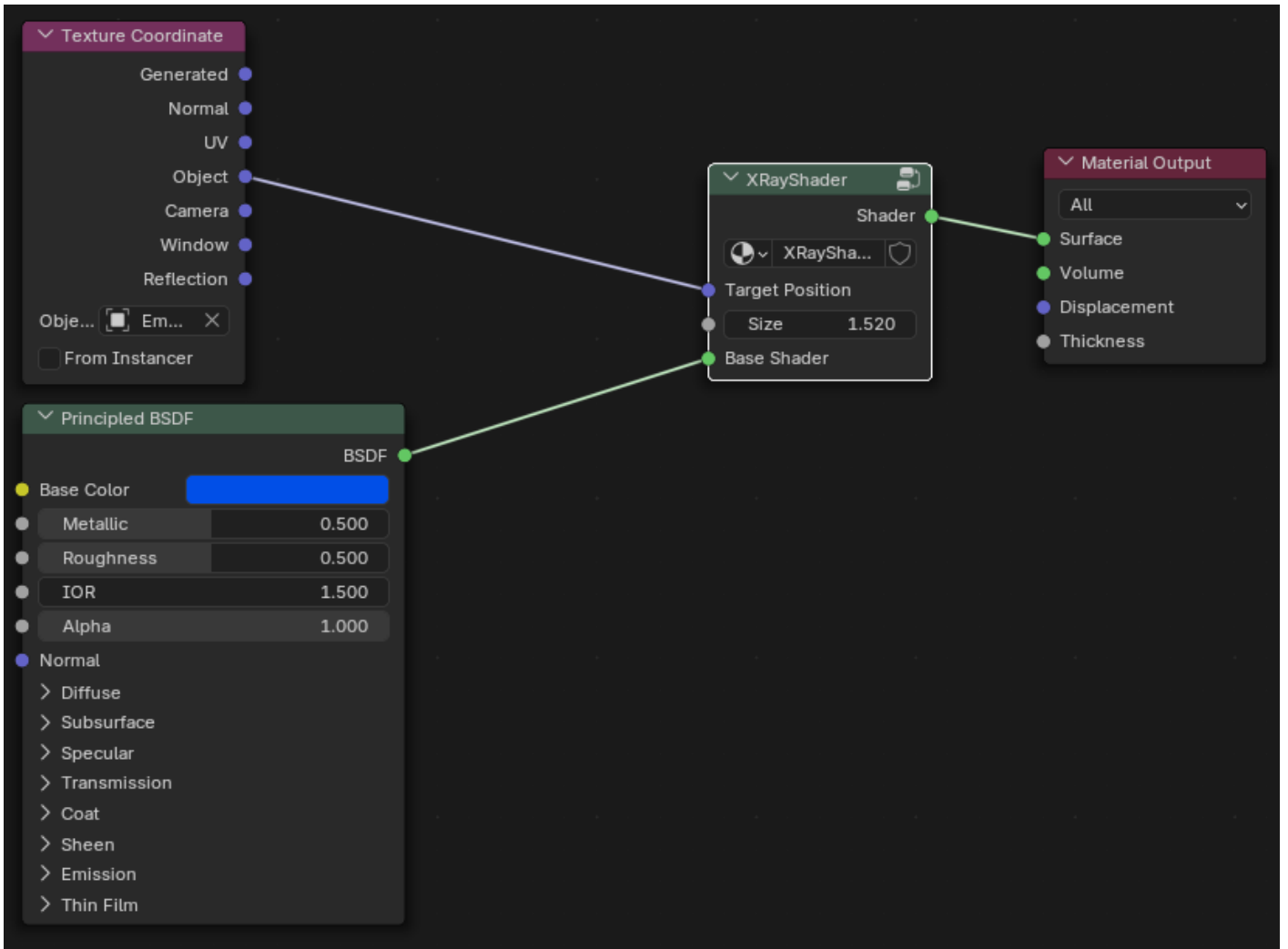


# X-Ray/Cutaway Shader





Revision #1

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