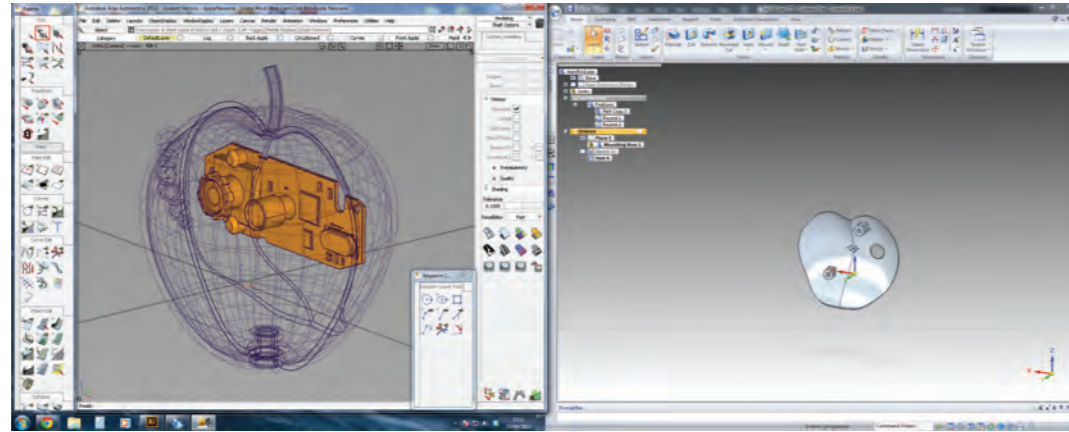


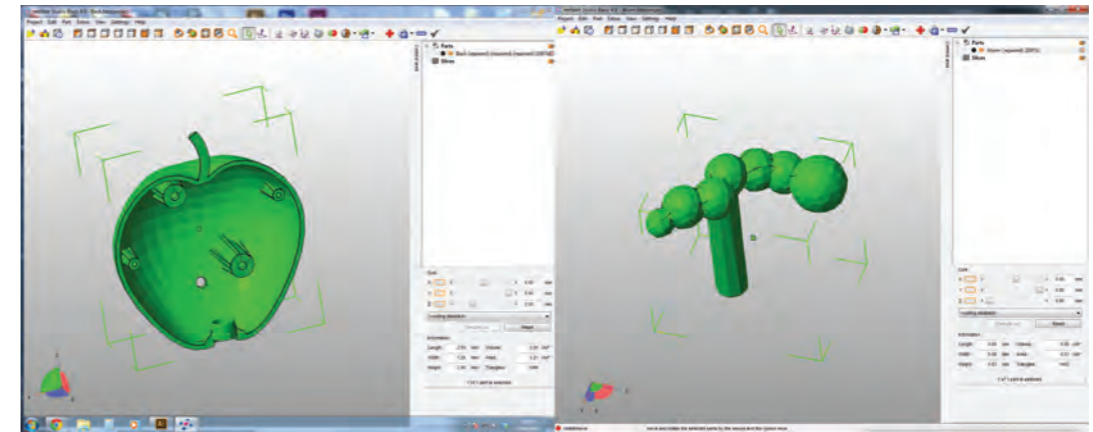
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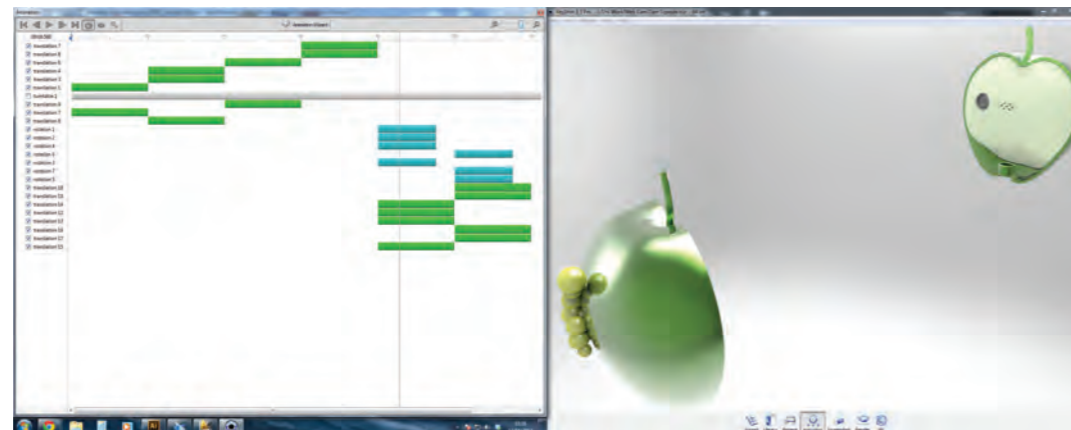
1. Wire file/ solid file construction



2. Fixing and refining STL files



3. Creating animation



4. Checking animations in different media players

