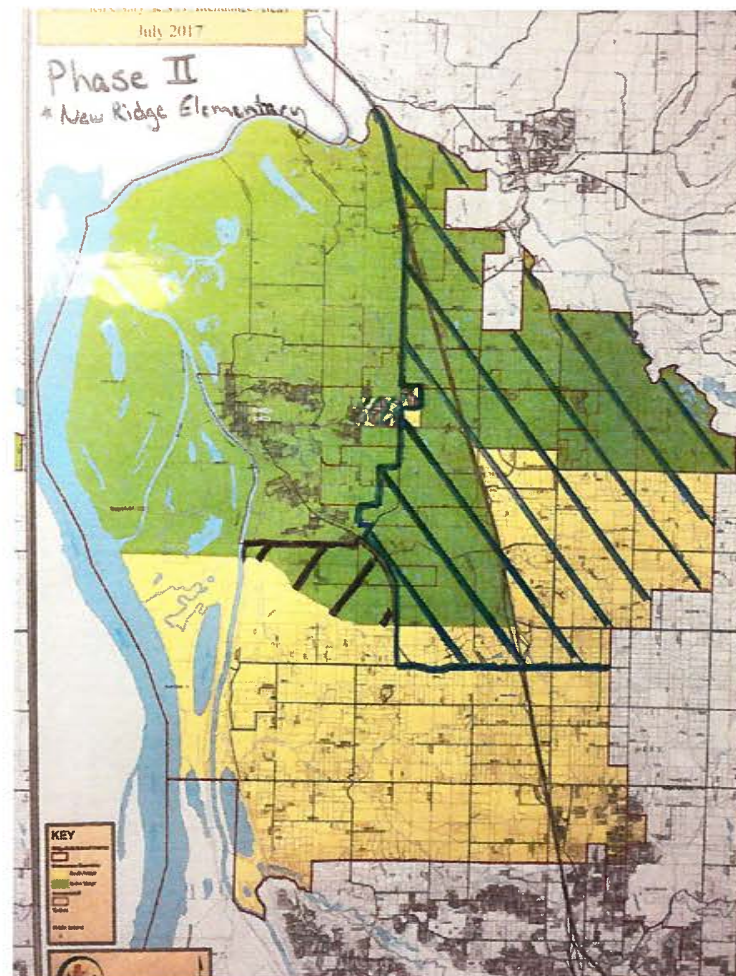
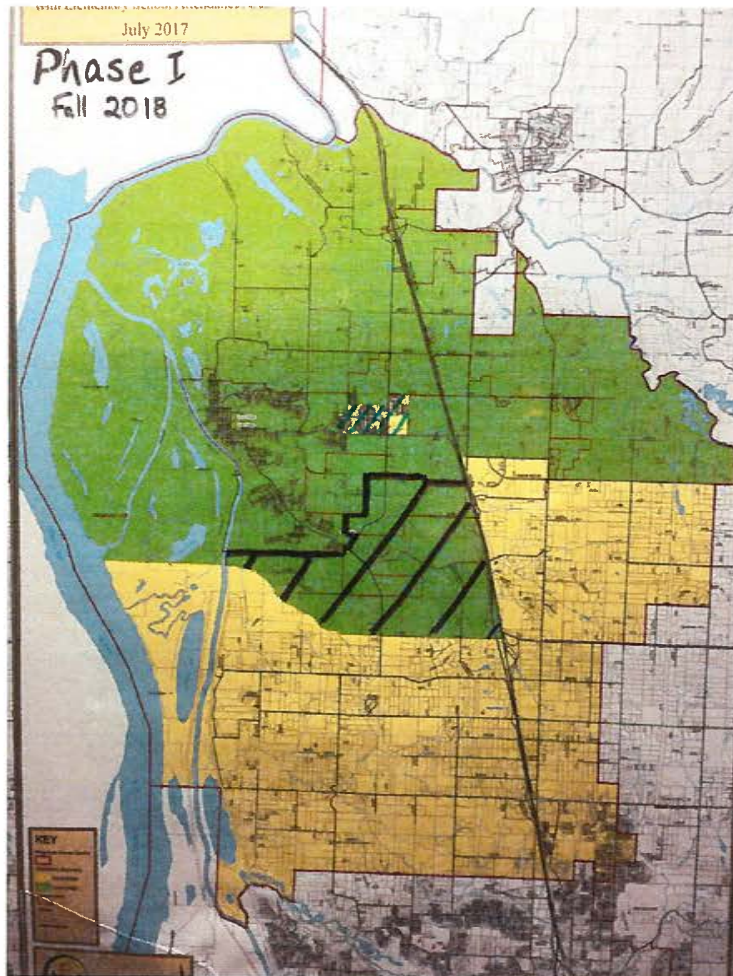


Boundary Shifts



unlimited possibilities

