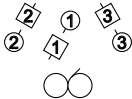
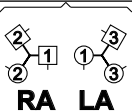


# SHADOW

# 3x32 J

$T_{L1\frac{1}{4}}$   
→



3 1x2

**S** **X<sub>R</sub>**

3 1 2

