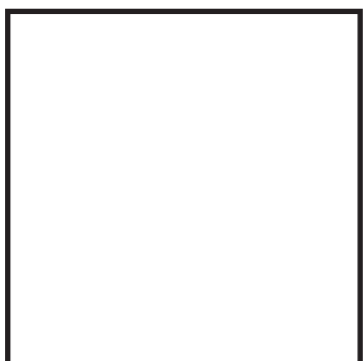
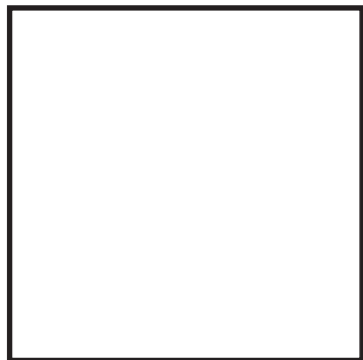
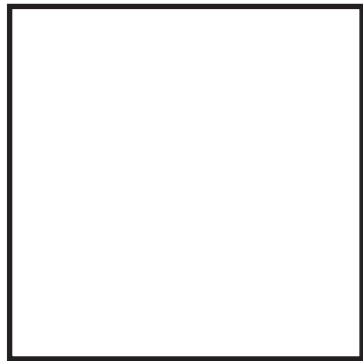
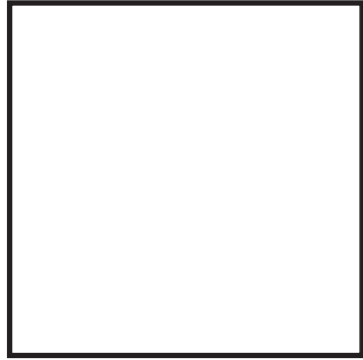
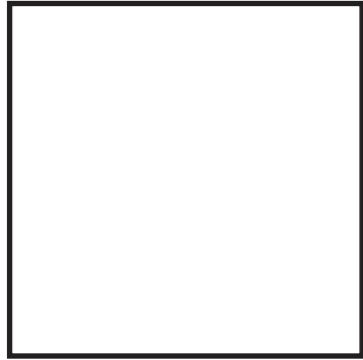
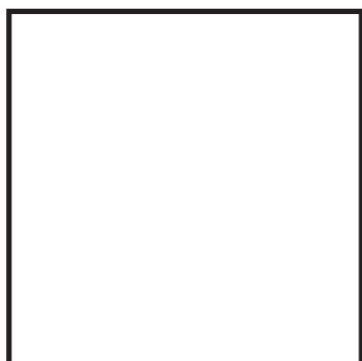
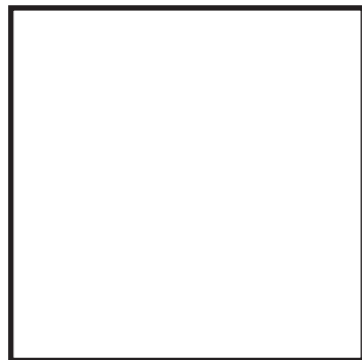
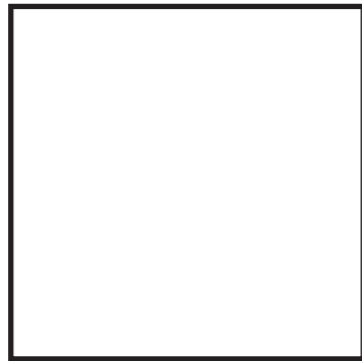
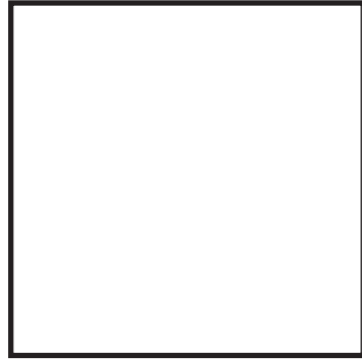
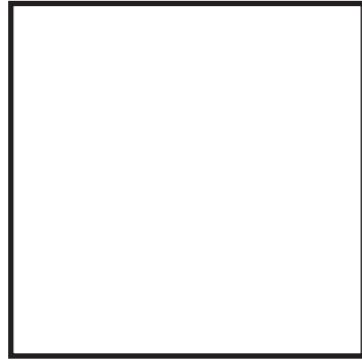


1. Effen vlakken



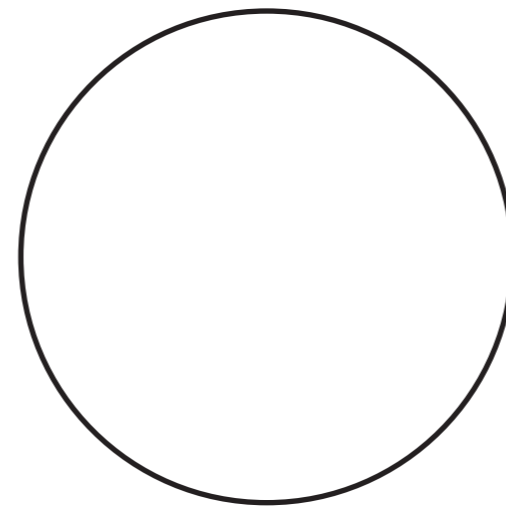
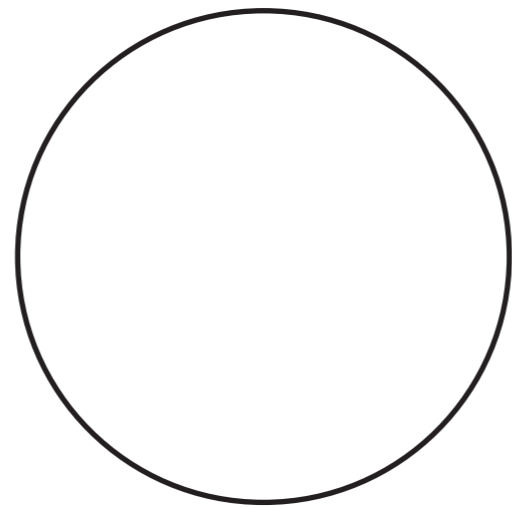
2. Lagen



3. Mengen en verlopen



4. schaduw



5. object

