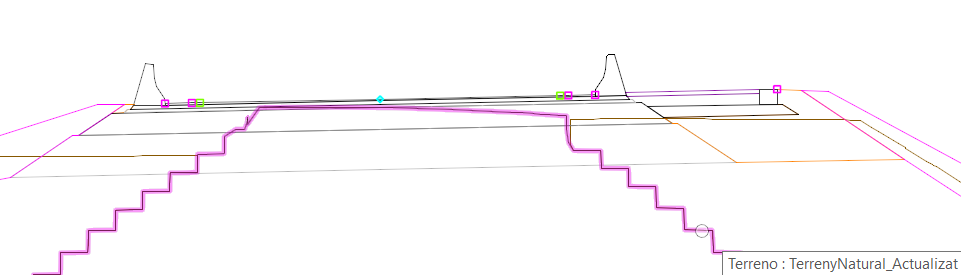
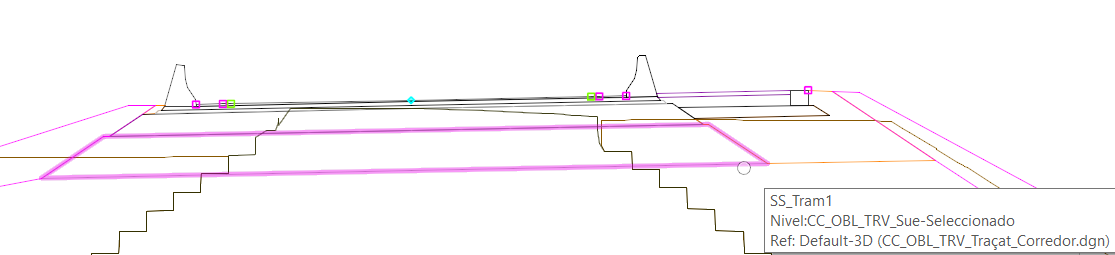
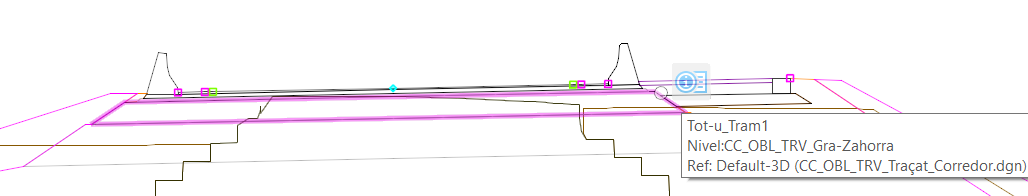
1. Terrain:
2. Corridor elements: 
3. Cut: 