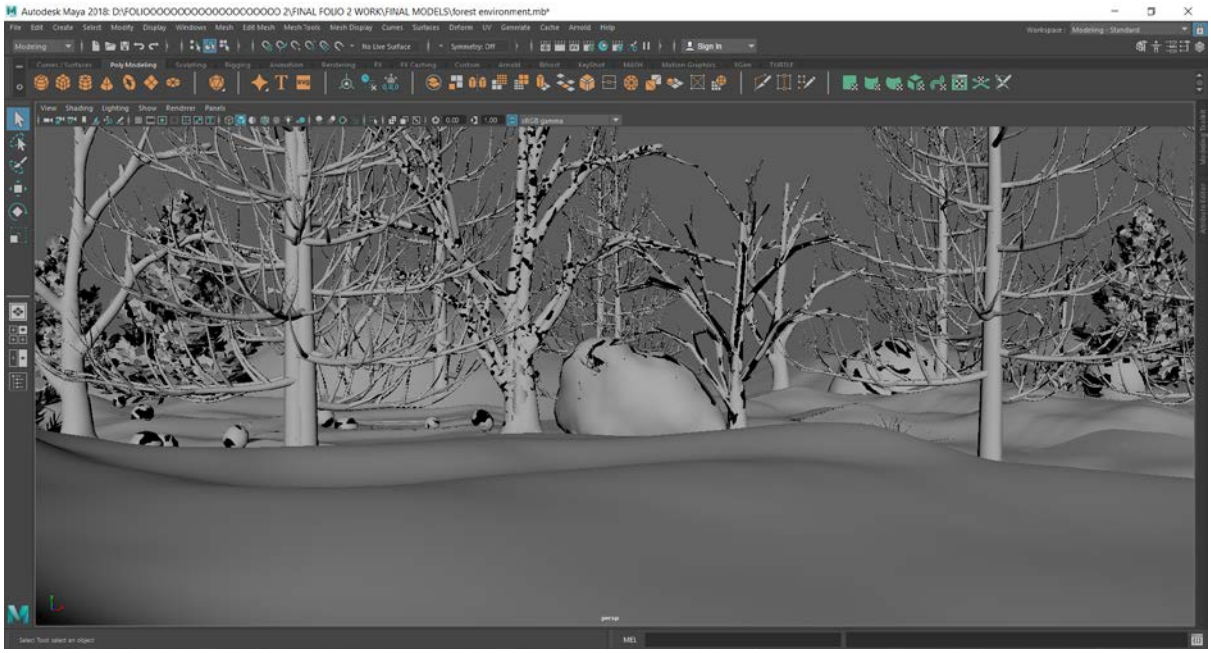
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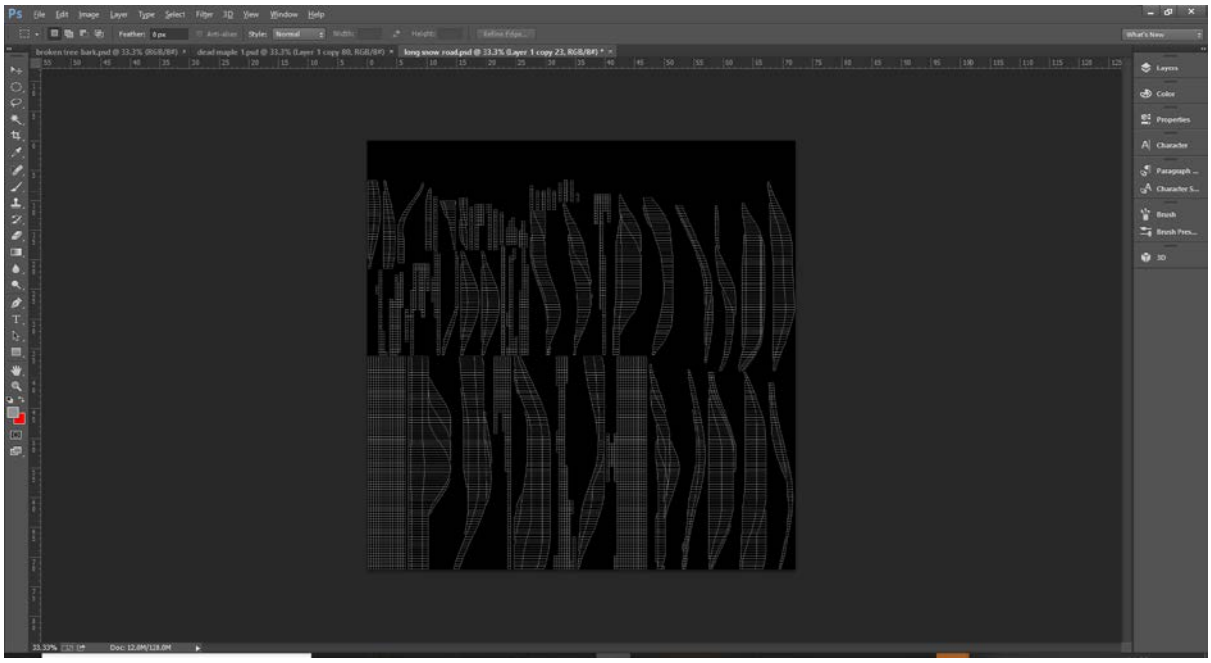

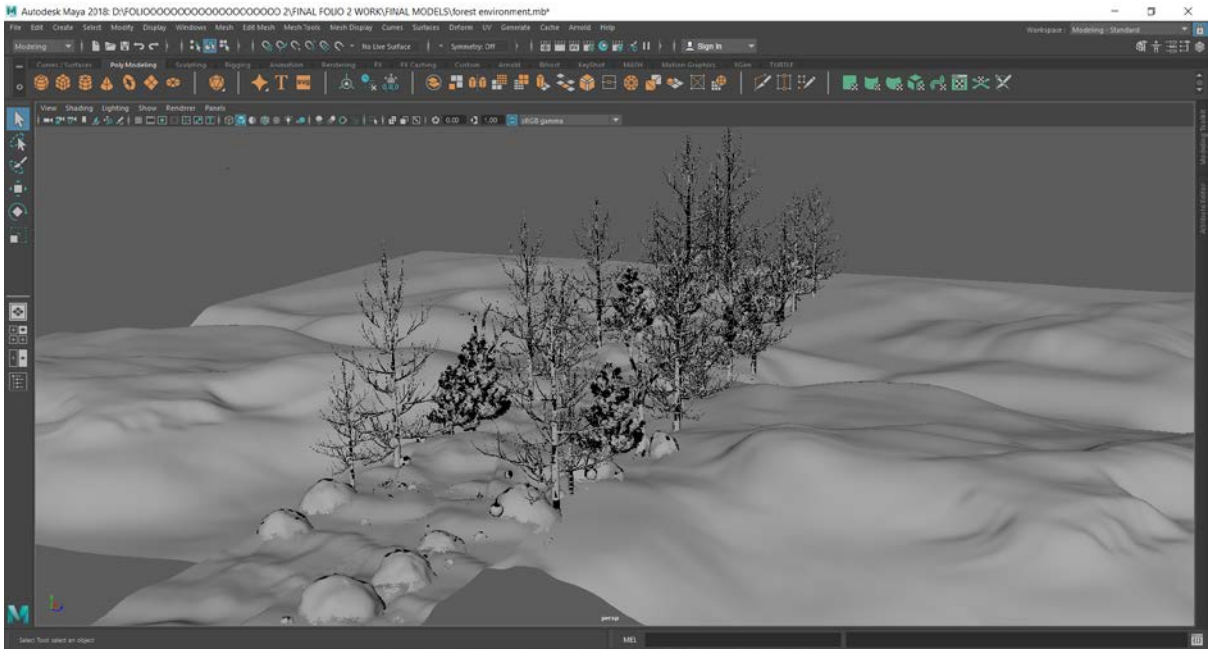
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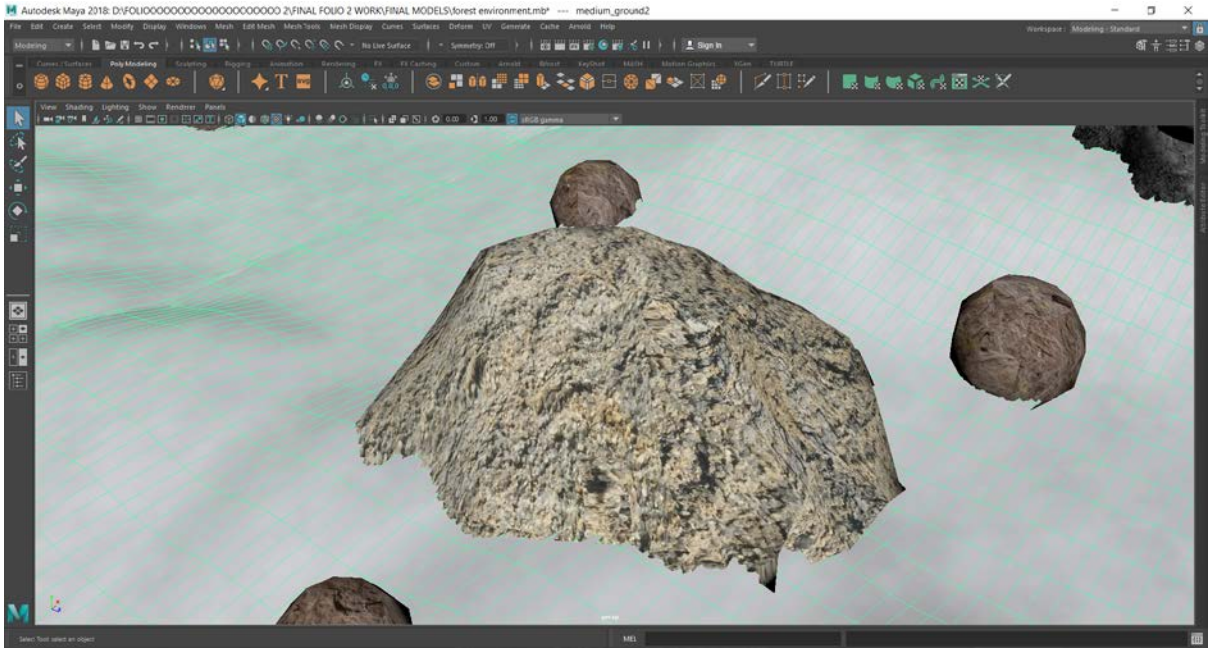
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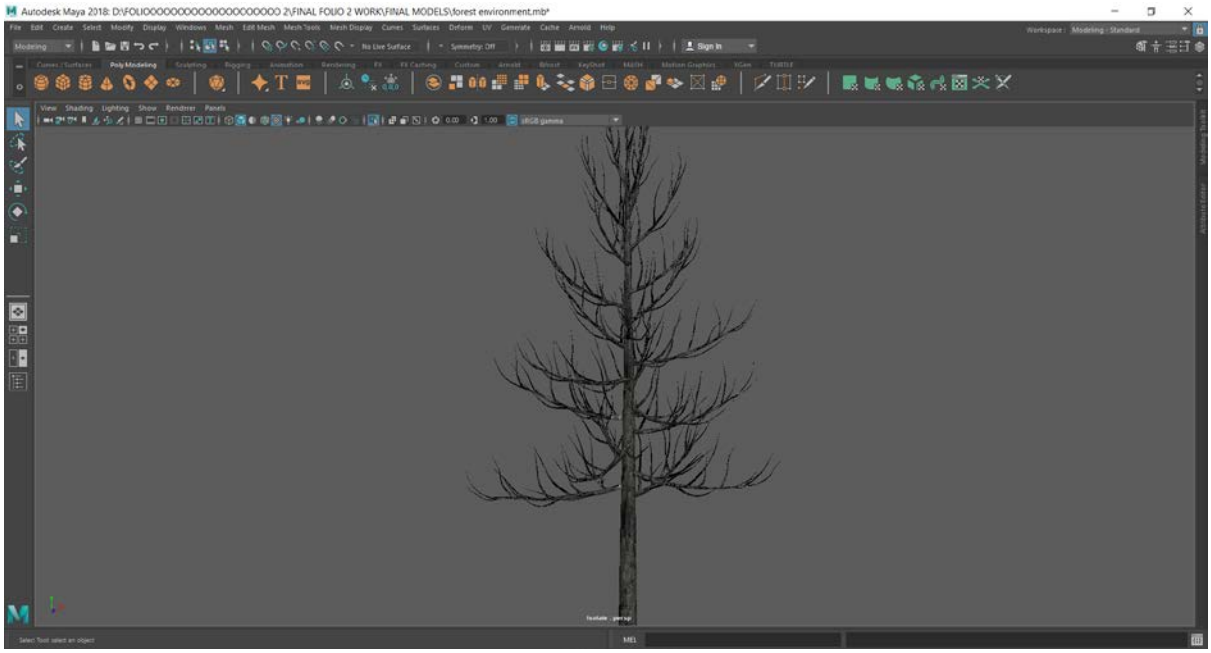
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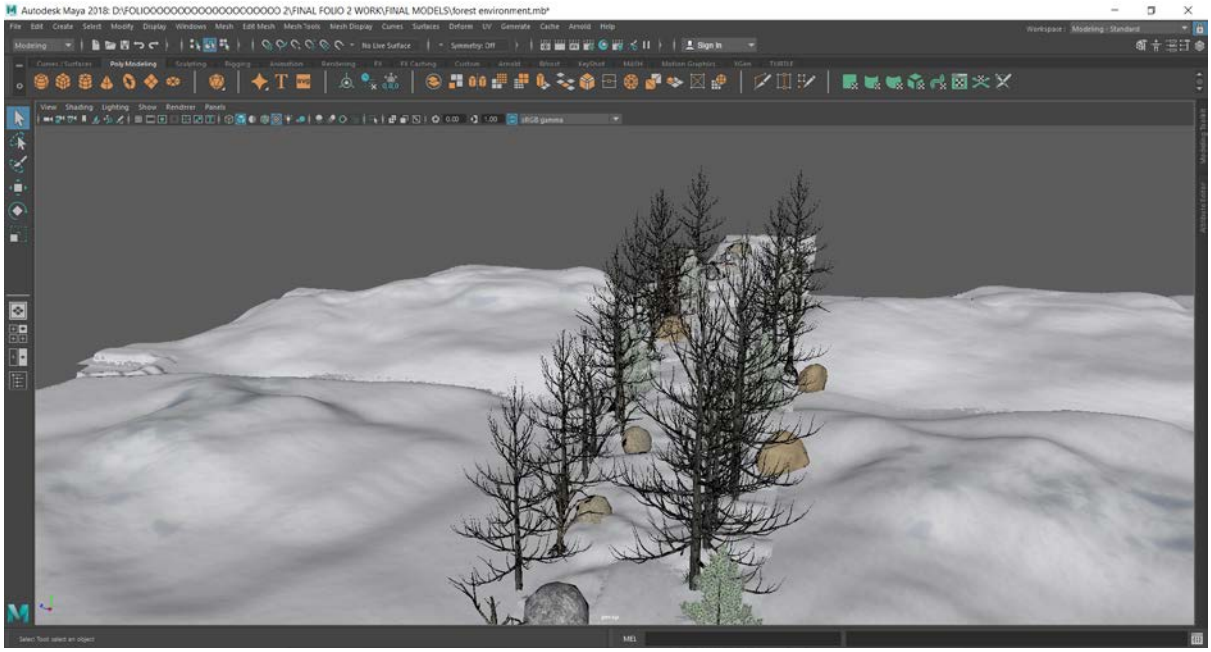
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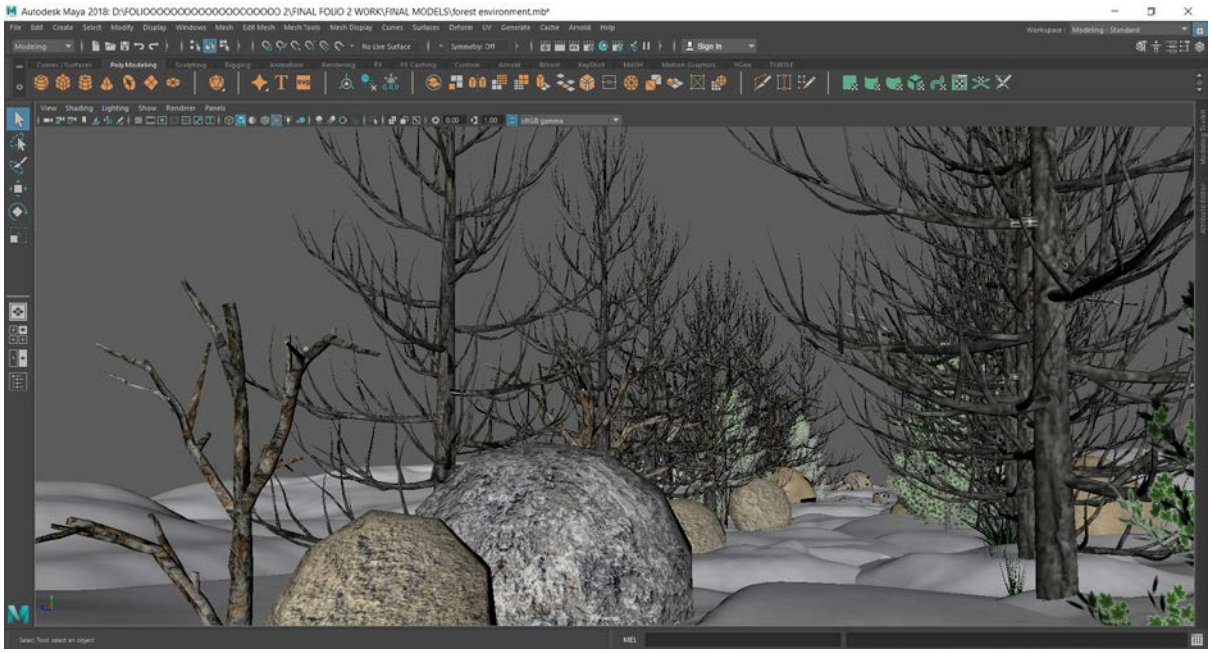
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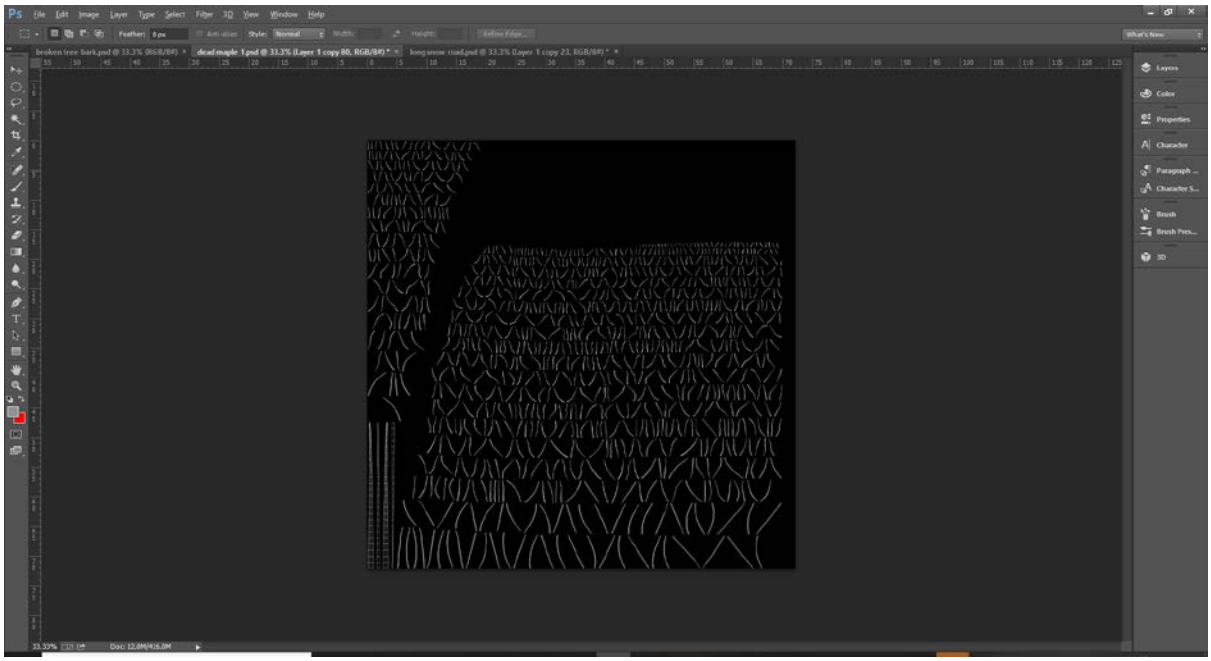

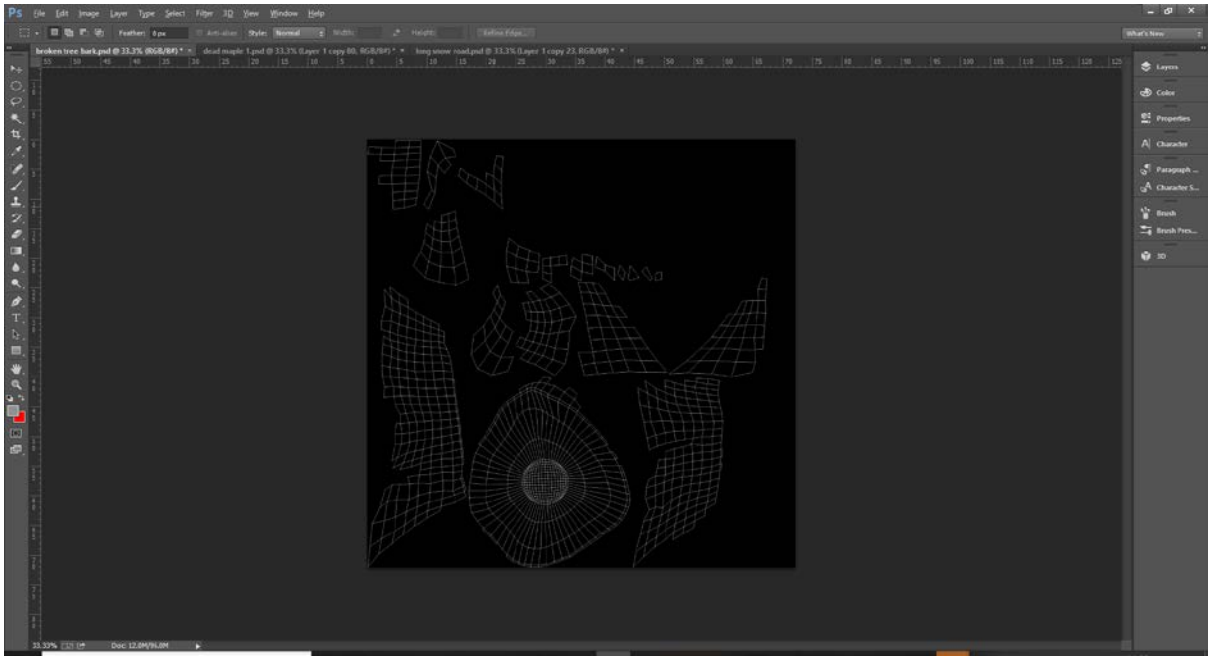
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dead maple 1.psd @ 33.3% (Layer 1 copy 80, RGB/8#) *
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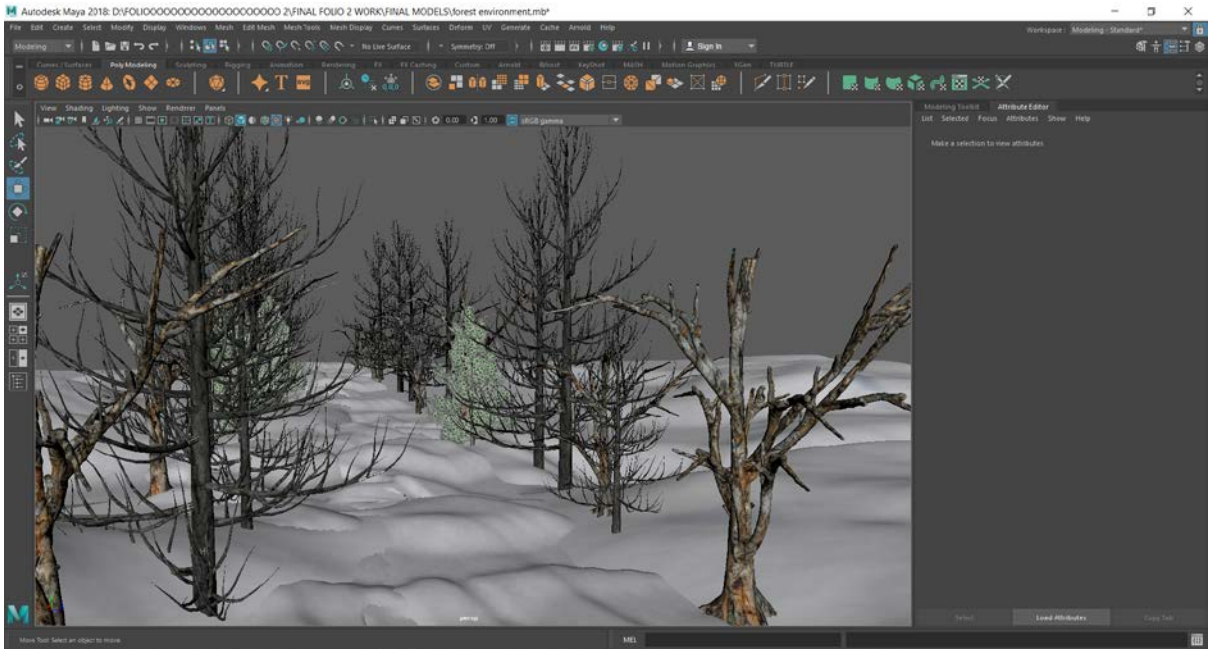
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File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Arnold Help
Workspace : Modeling : Standard*
Modeling
No Live Surface
Symmetry: Off
Sign In
Curves / Surfaces
Poly Modeling
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Arnold
Bifrost
KeyShot
MASH
Motion Graphics
XGen
TURTLE
View Shading Lighting Show Renderer Panels
sRGB gamma
Modeling Toolkit
Attribute Editor
List Selected Focus Attributes Show Help
Make a selection to view attributes
Select
Load Attributes
Copy Tab
Move Tool: Select an object to move.
MEL