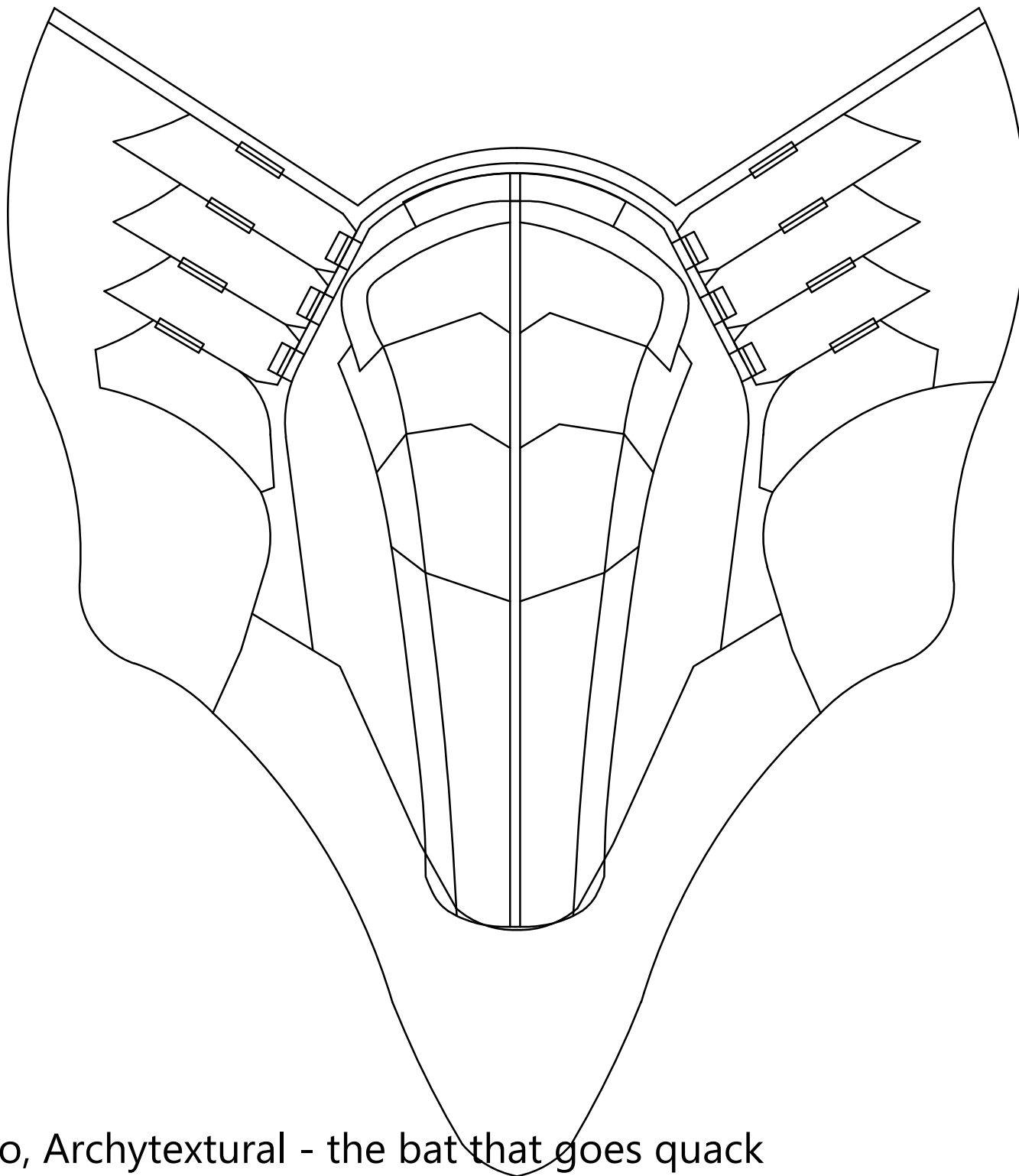
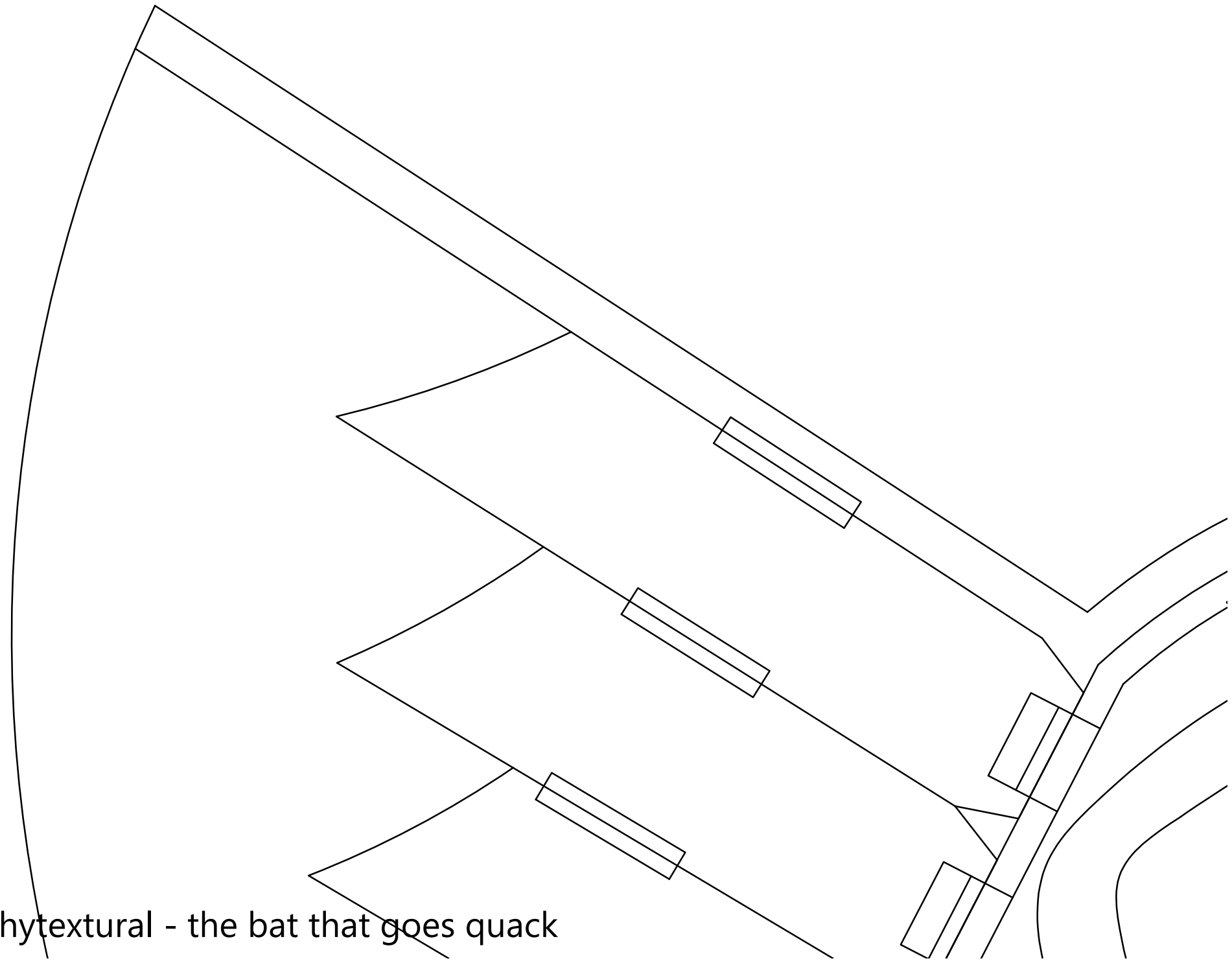


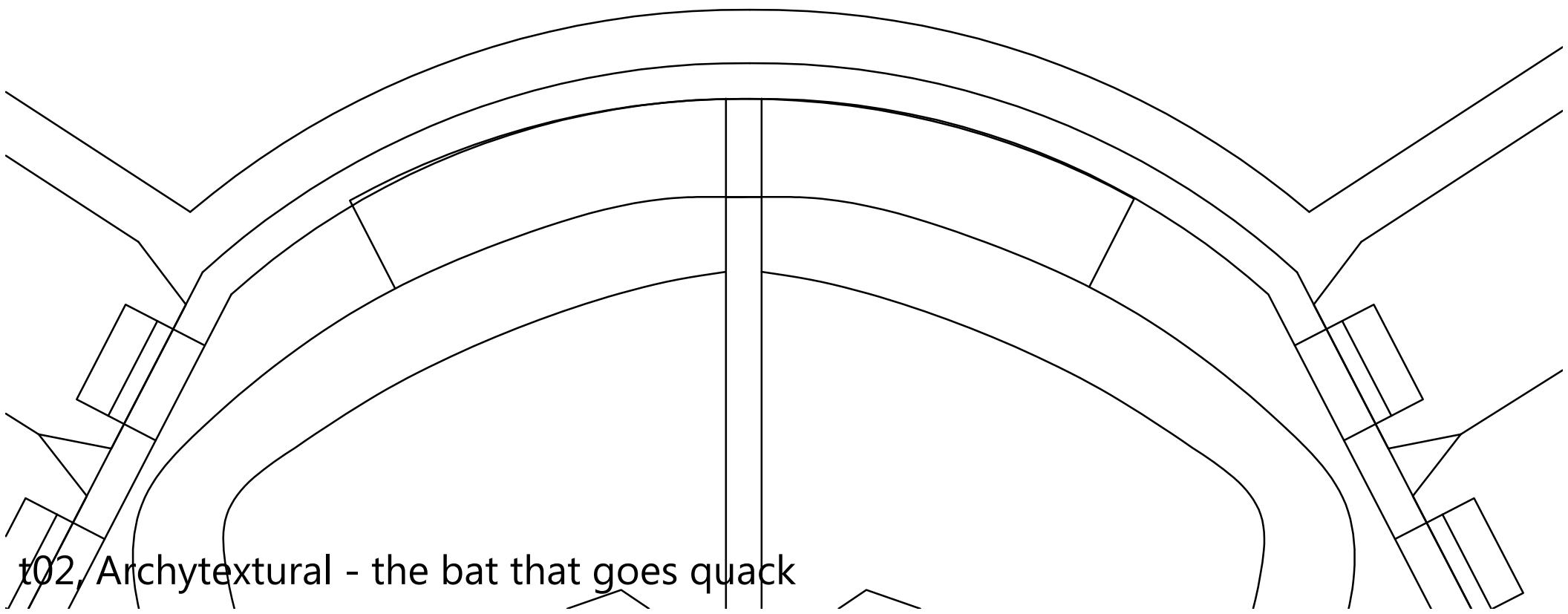
overall-torso (2), Archytextural - the bat that goes quack



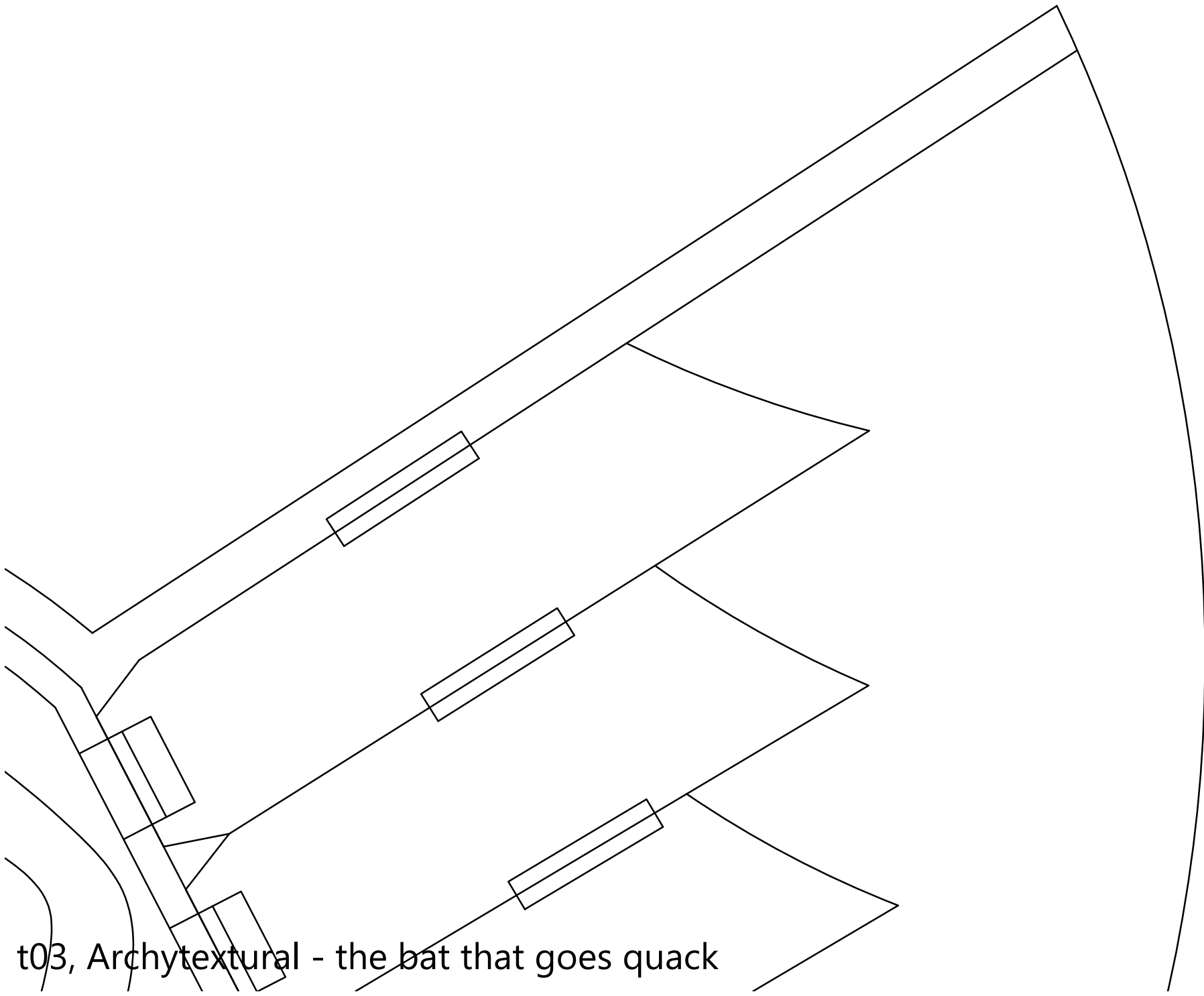
t00overall-torso, Archytextural - the bat that goes quack



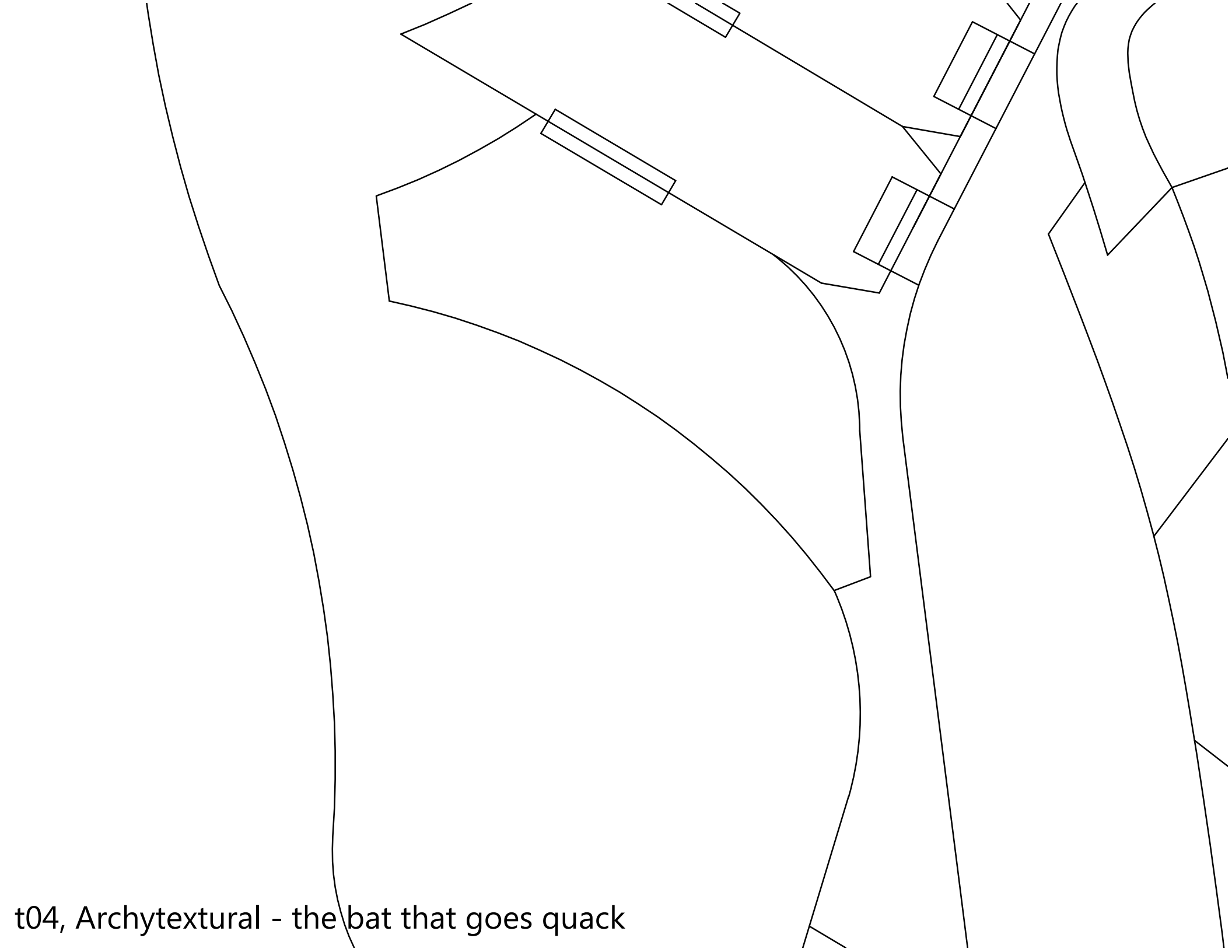
t01, Archytextural - the bat that goes quack



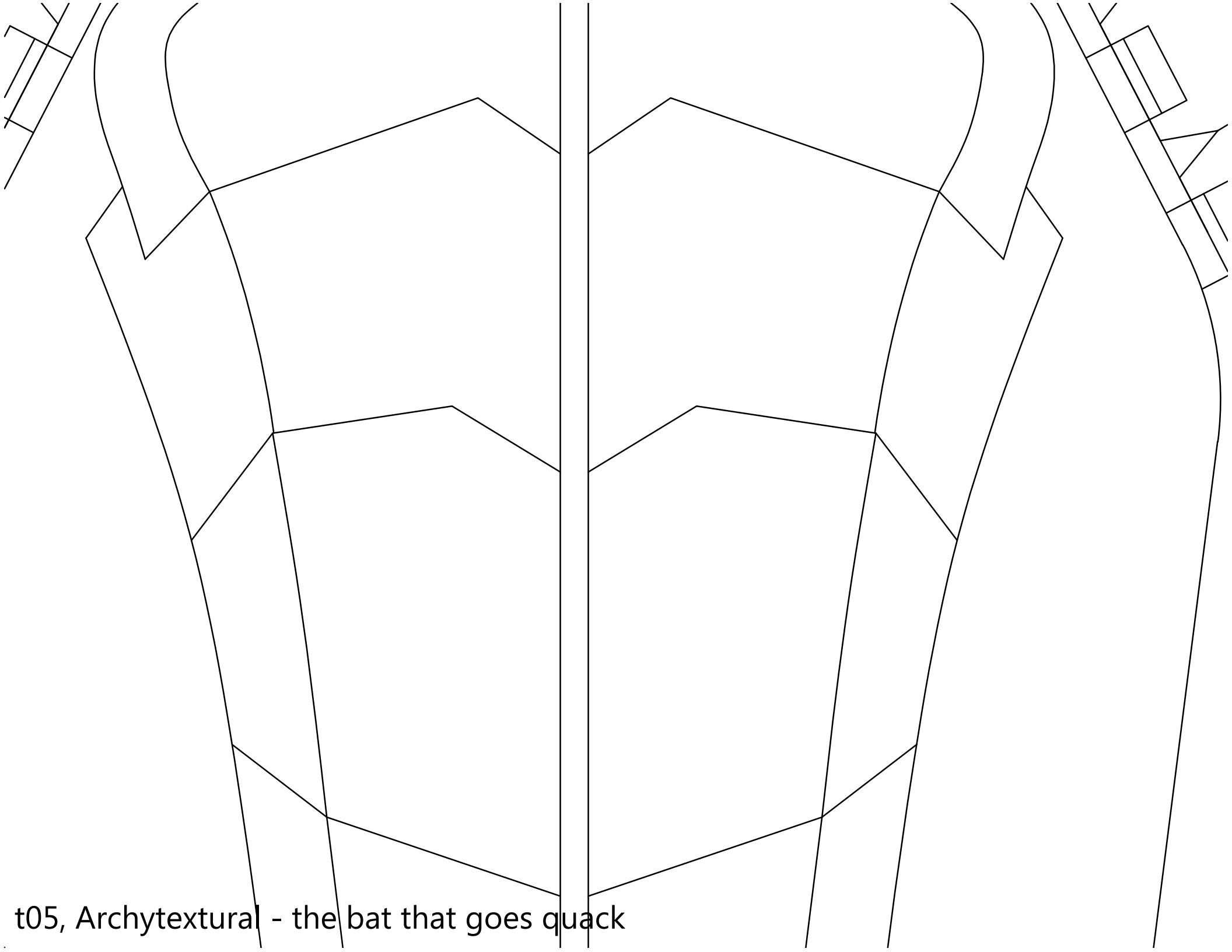
t02, Archytextural - the bat that goes quack



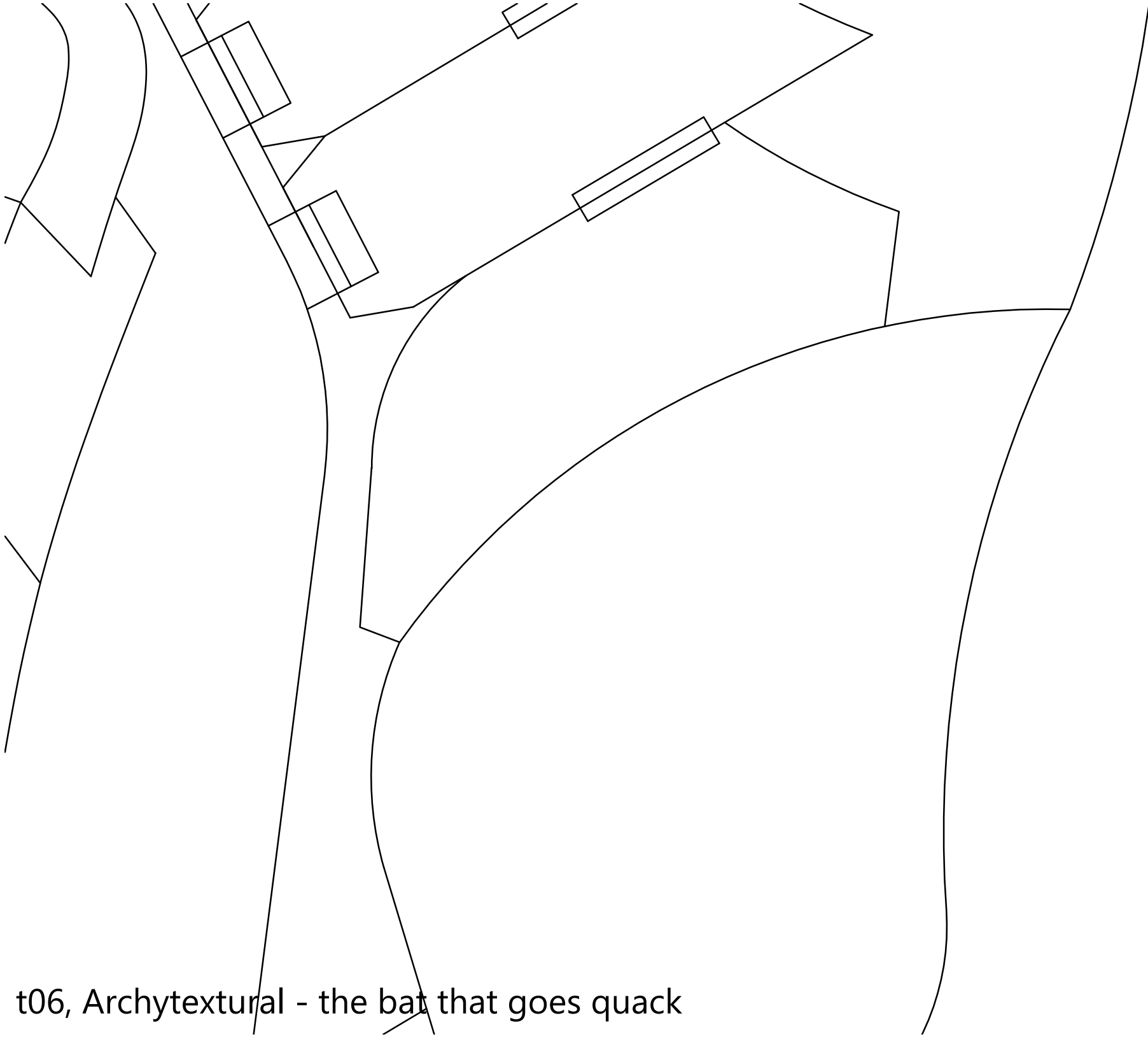
t03, Archytextural - the bat that goes quack



t04, Archytextural - the bat that goes quack



t05, Archytextural - the bat that goes quack

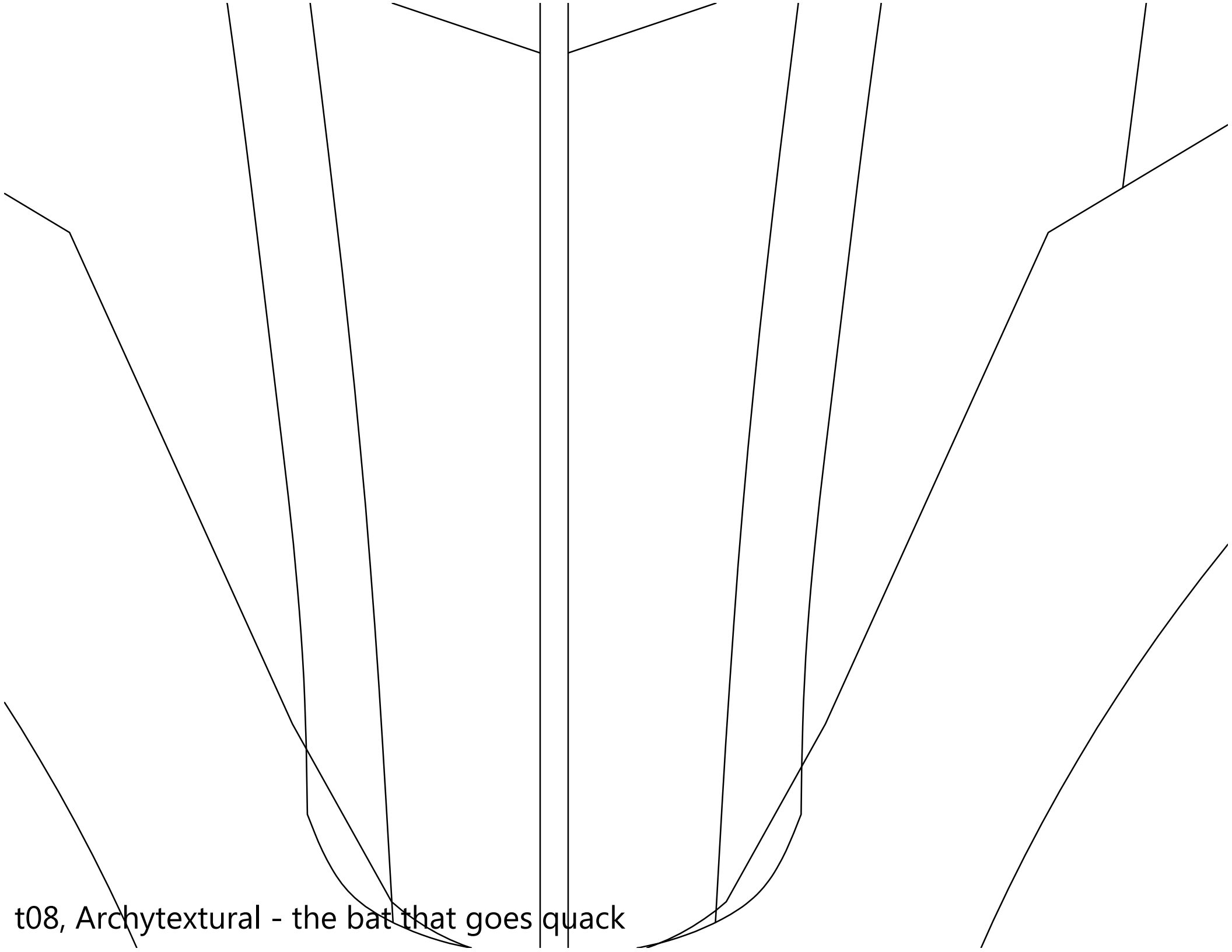


t06, Archytextural - the bat that goes quack

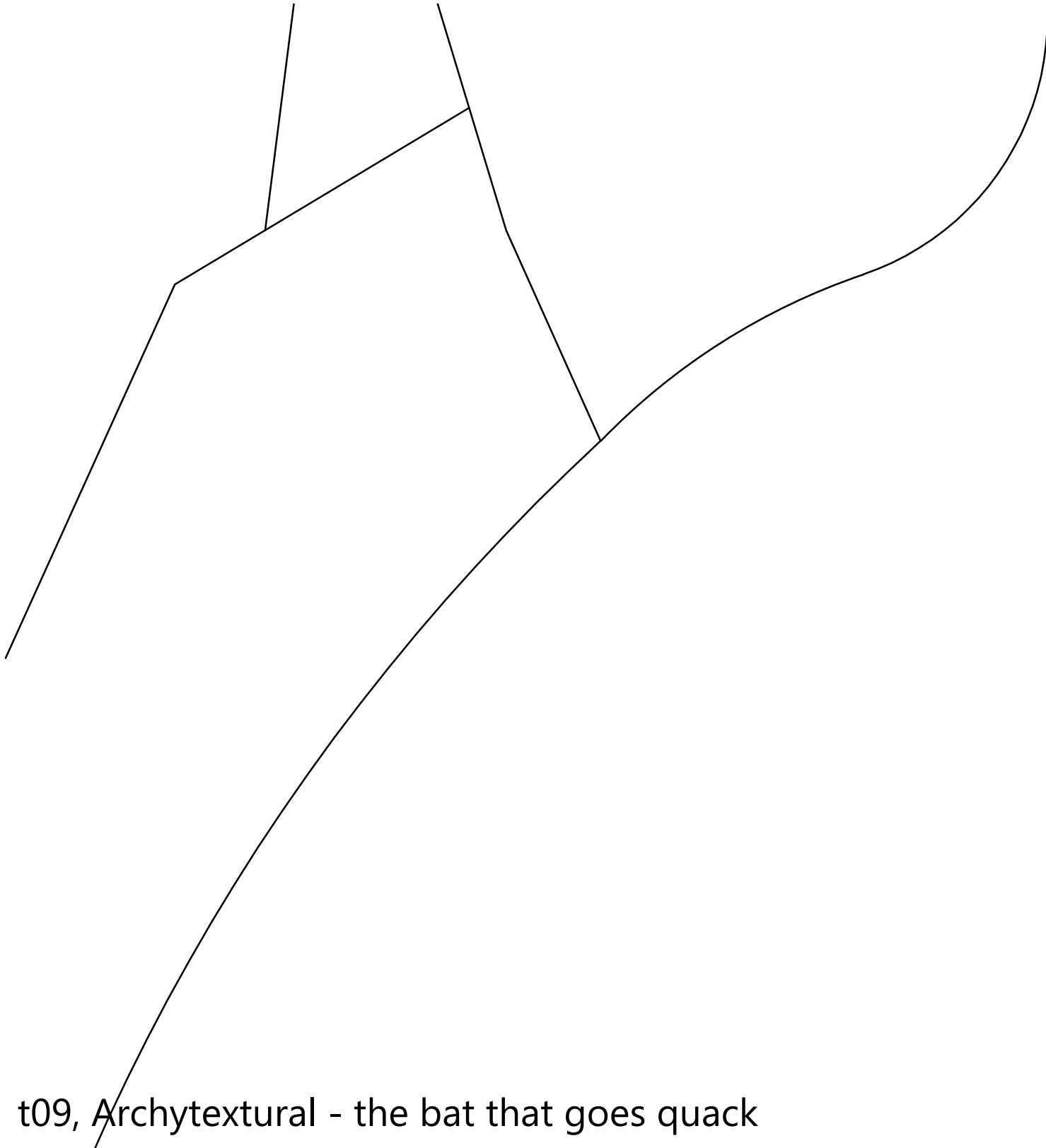


Abstract geometric lines and curves in the top right corner of the page. The lines are thin and black, forming a series of interconnected shapes that resemble a stylized landscape or architectural detail. The curves are smooth and flowing, contrasting with the straight lines.

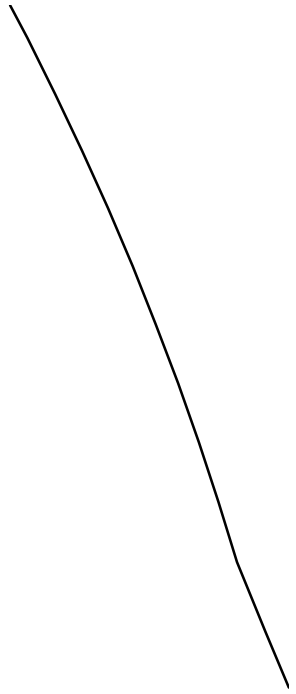
t07, Archytextural - the bat that goes quack

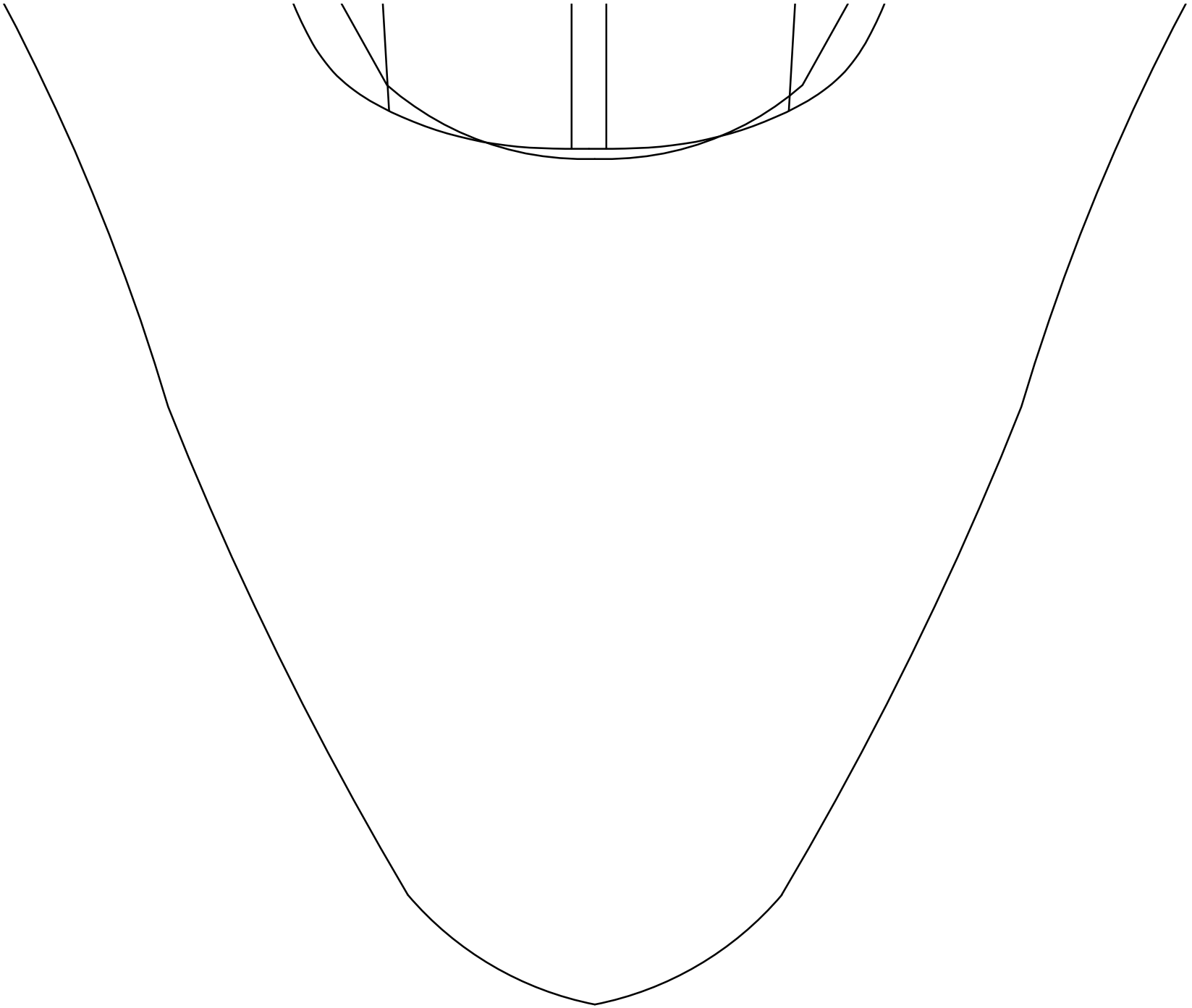


t08, Archytextural - the bat that goes quack

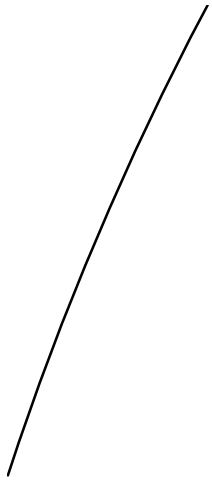


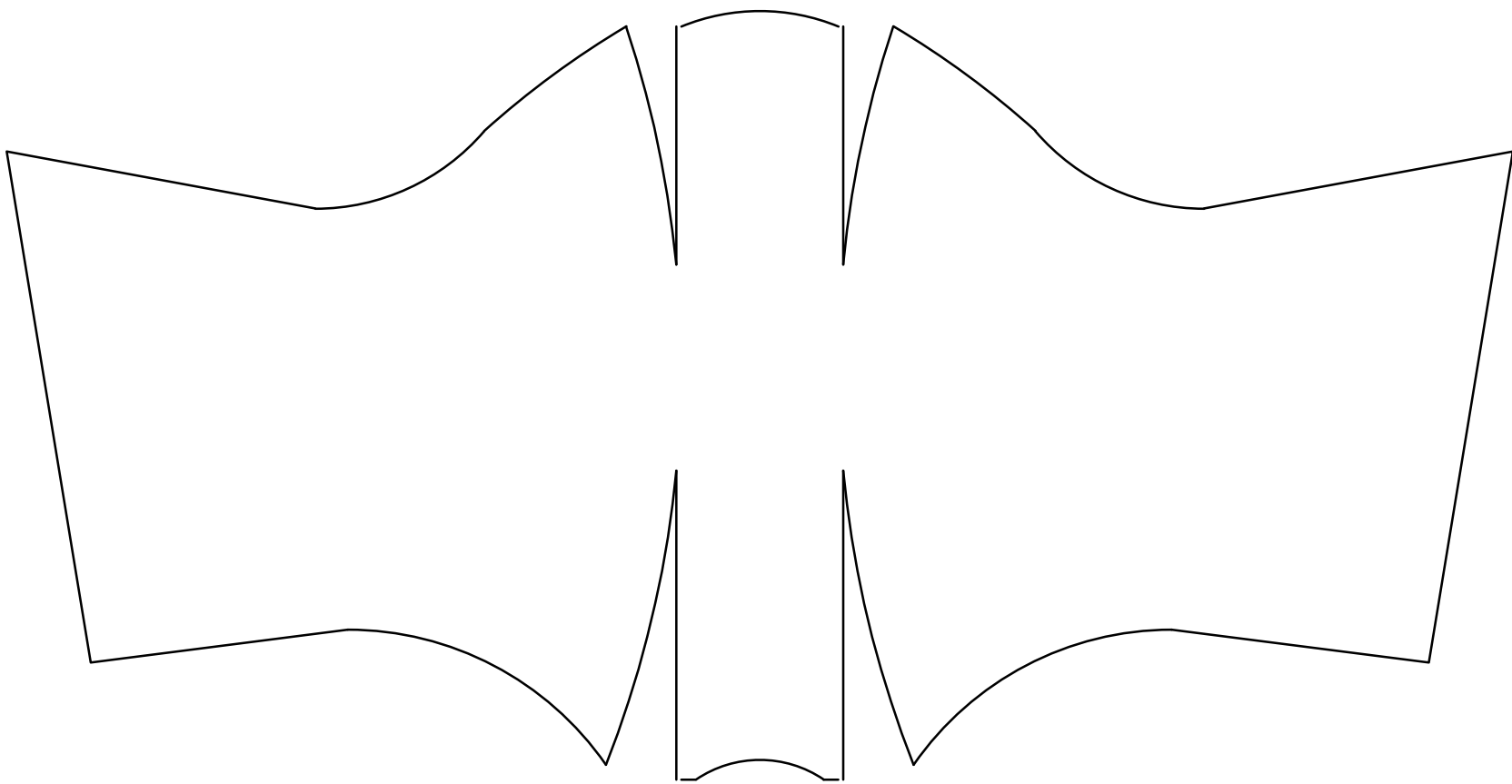
t09, Archytextural - the bat that goes quack



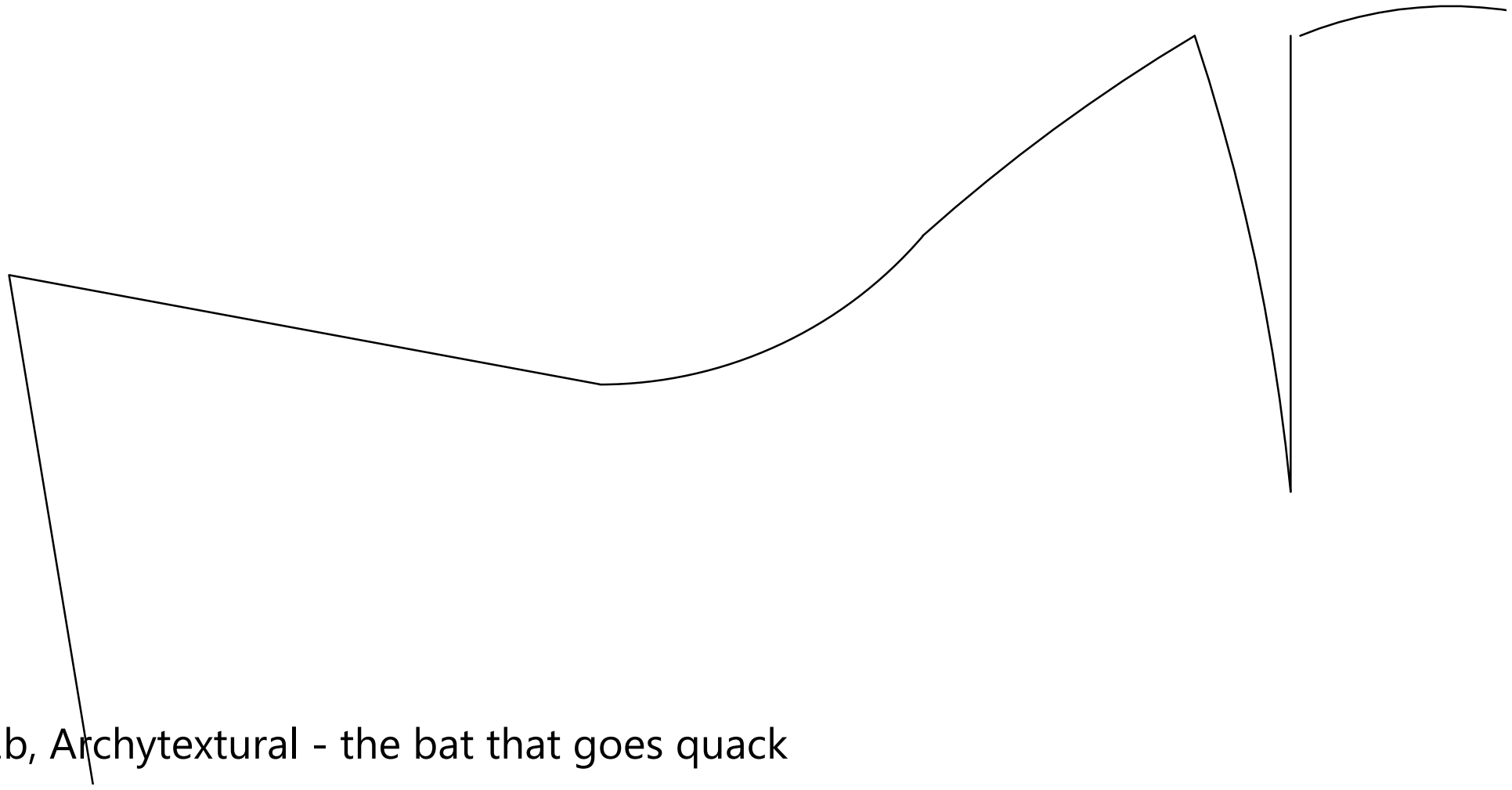


t11, Archytextural - the bat that goes quack



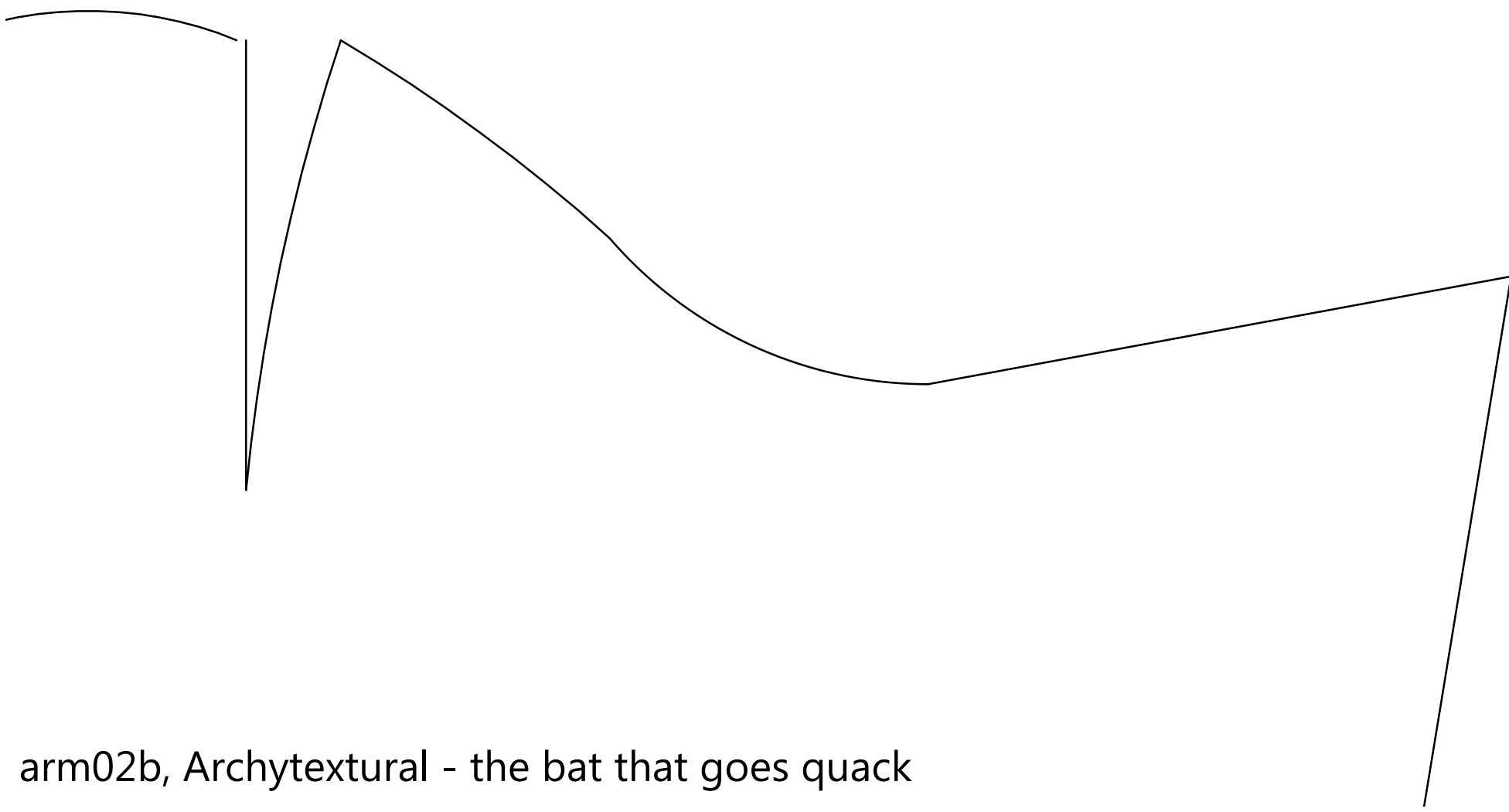


arm02overall, Archytextural - the bat that goes quack

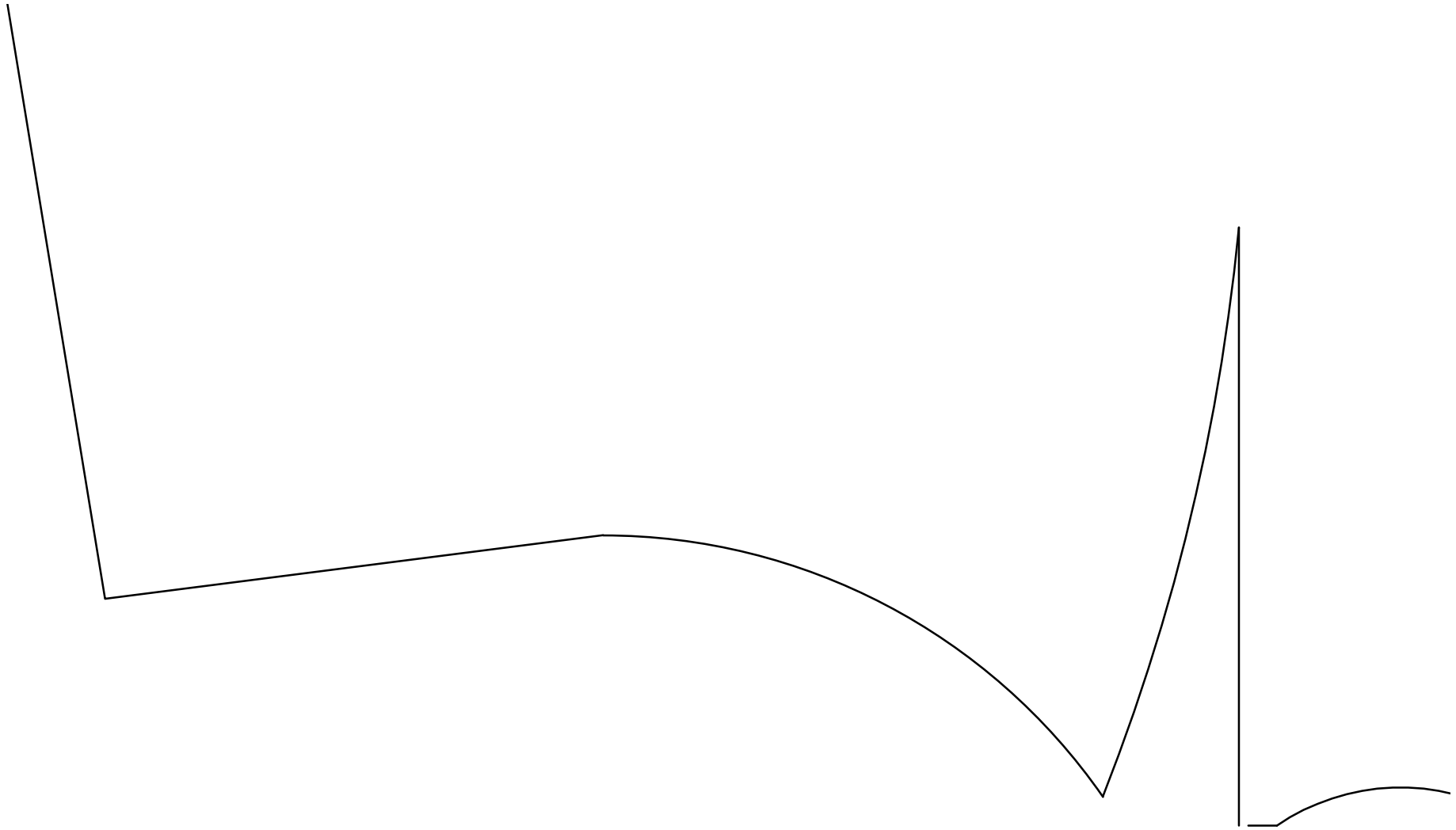


Arm01b, Archytextural - the bat that goes quack

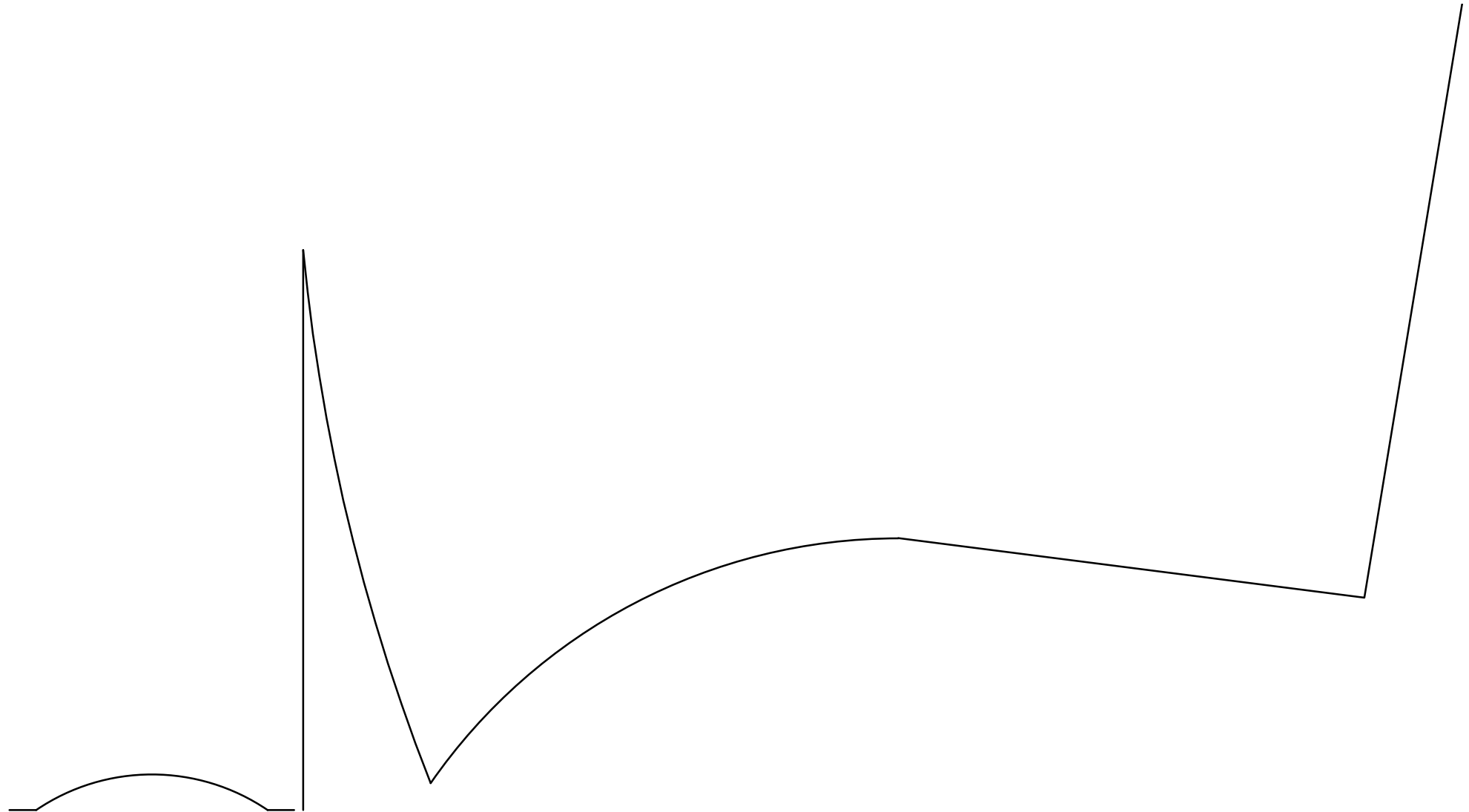




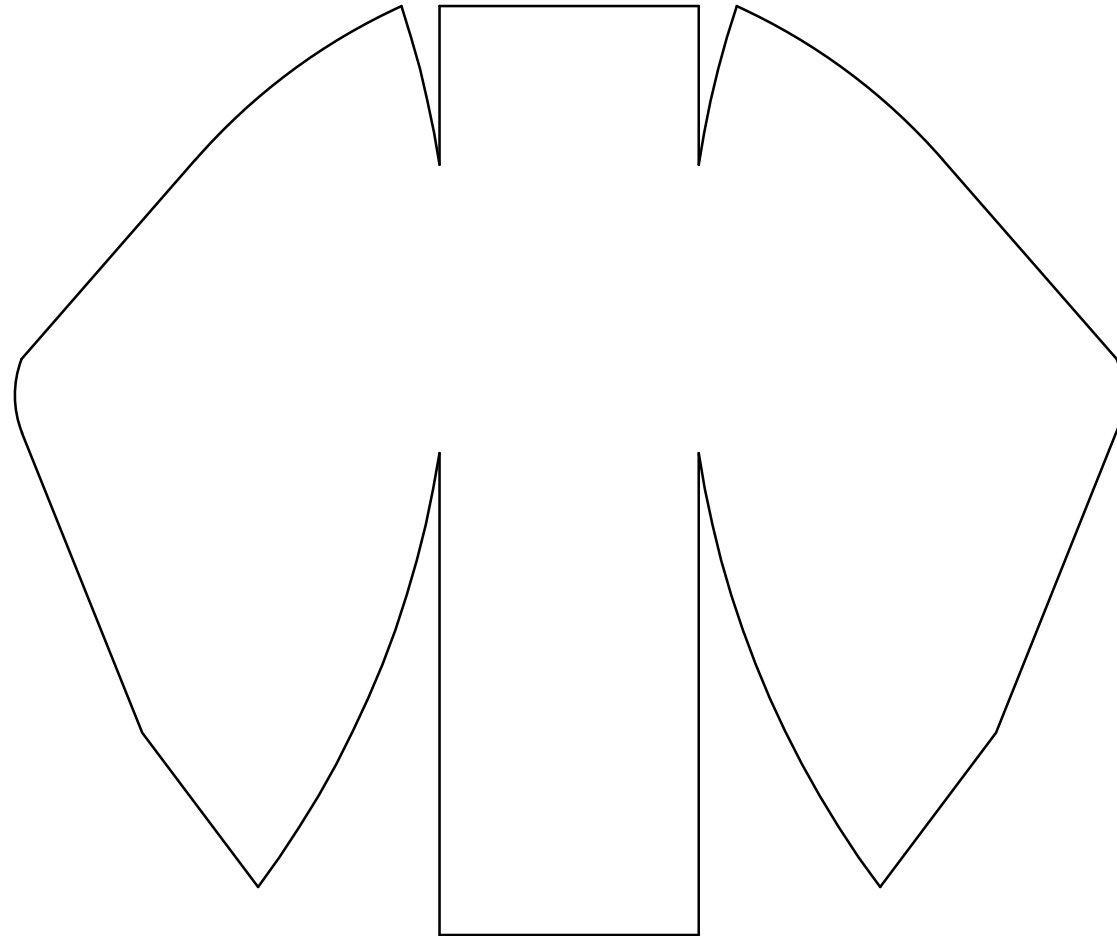
arm02b, Archytextural - the bat that goes quack



arm03b, Archytextural - the bat that goes quack

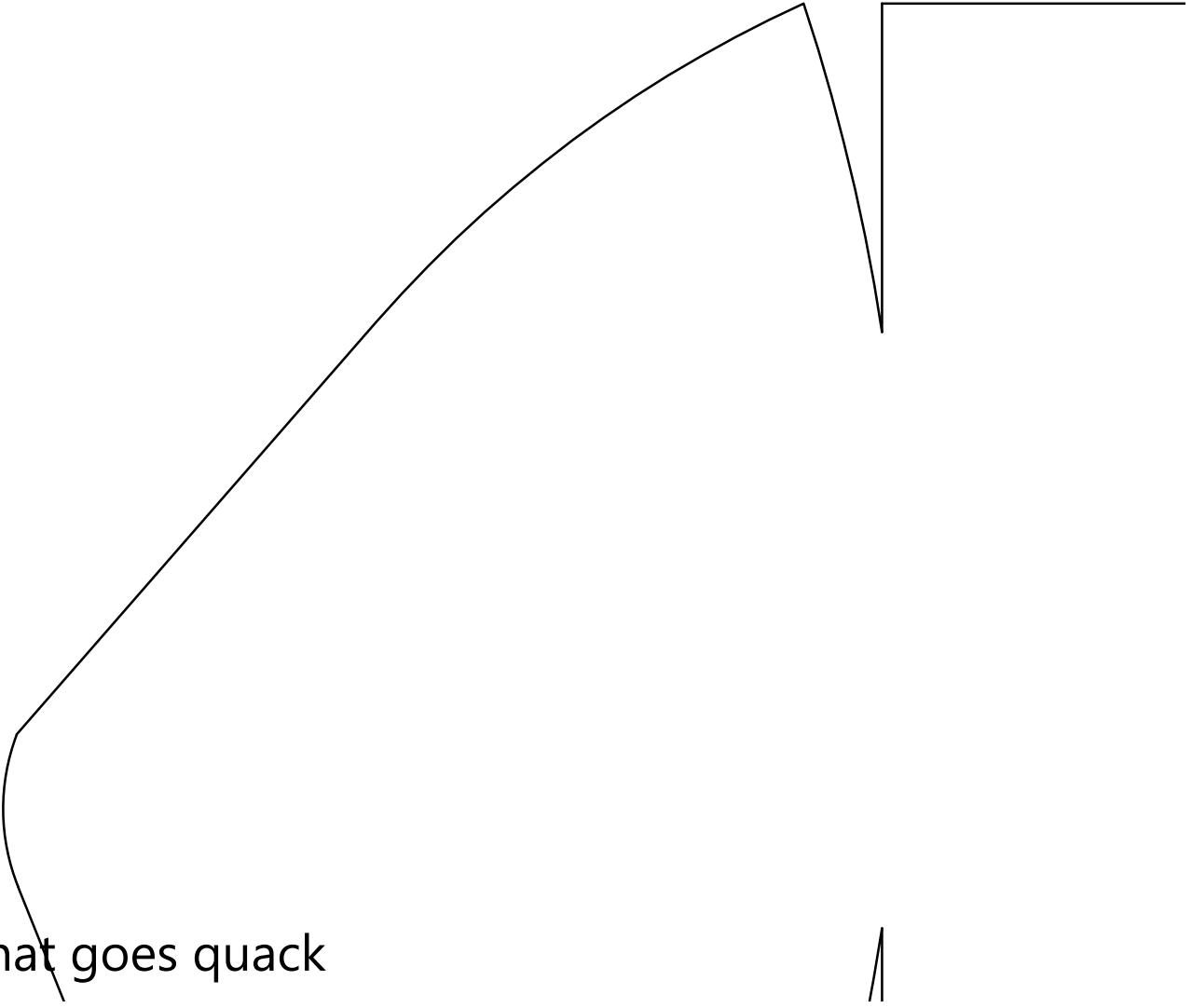


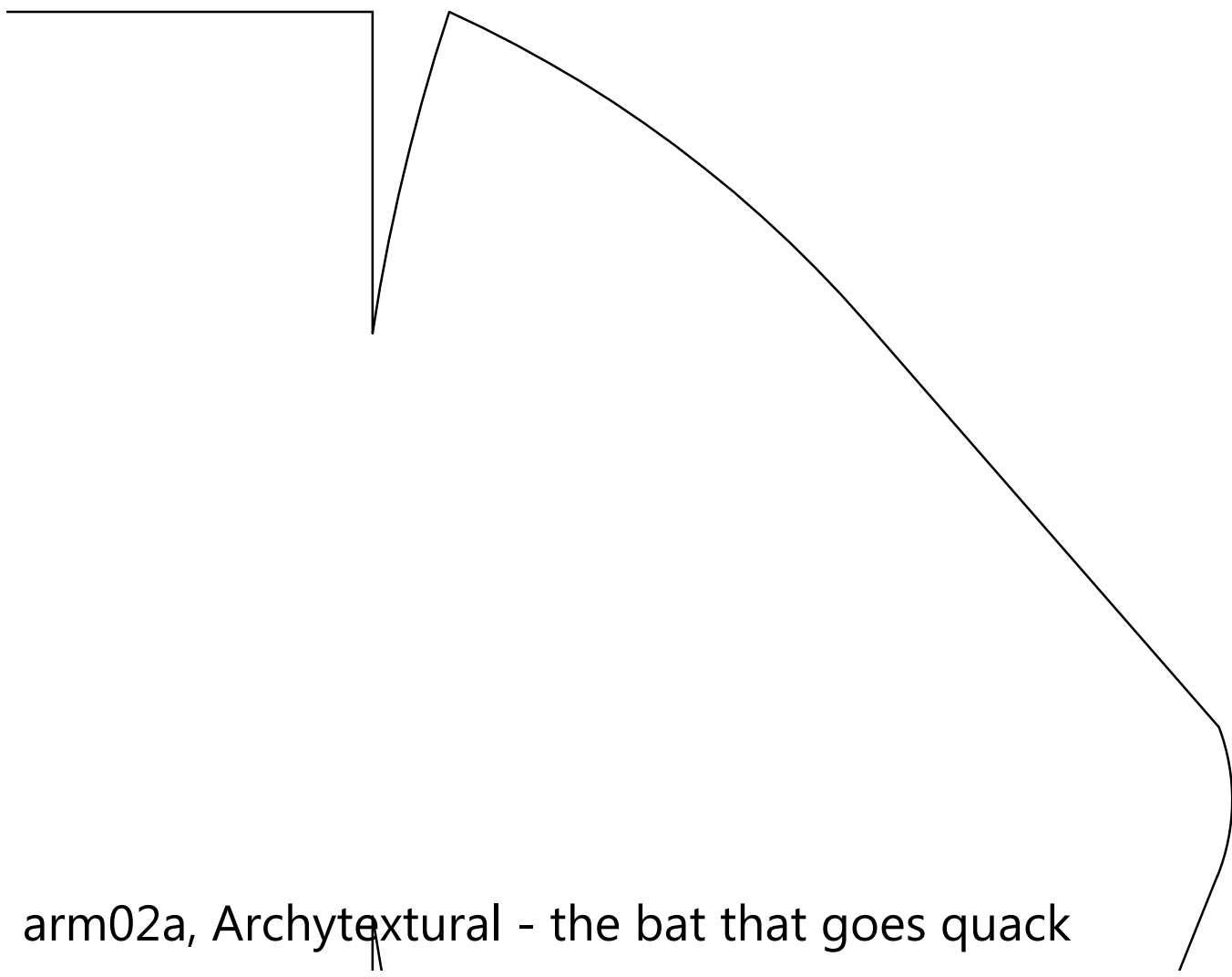
arm04b, Archytextural - the bat that goes quack



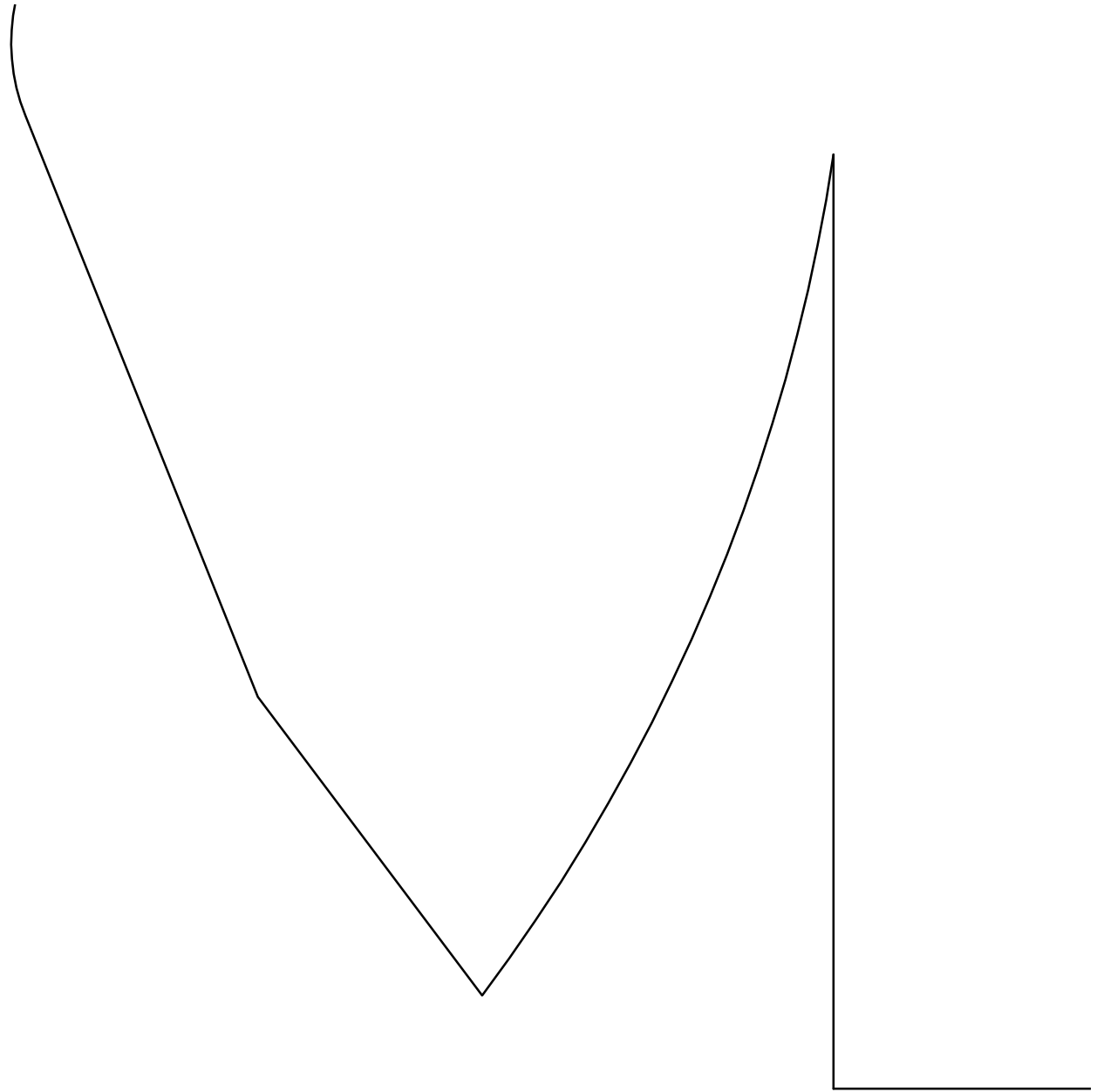
arm01overall, Archytextural - the bat that goes quack

Arm01a, Archytextural - the bat that goes quack

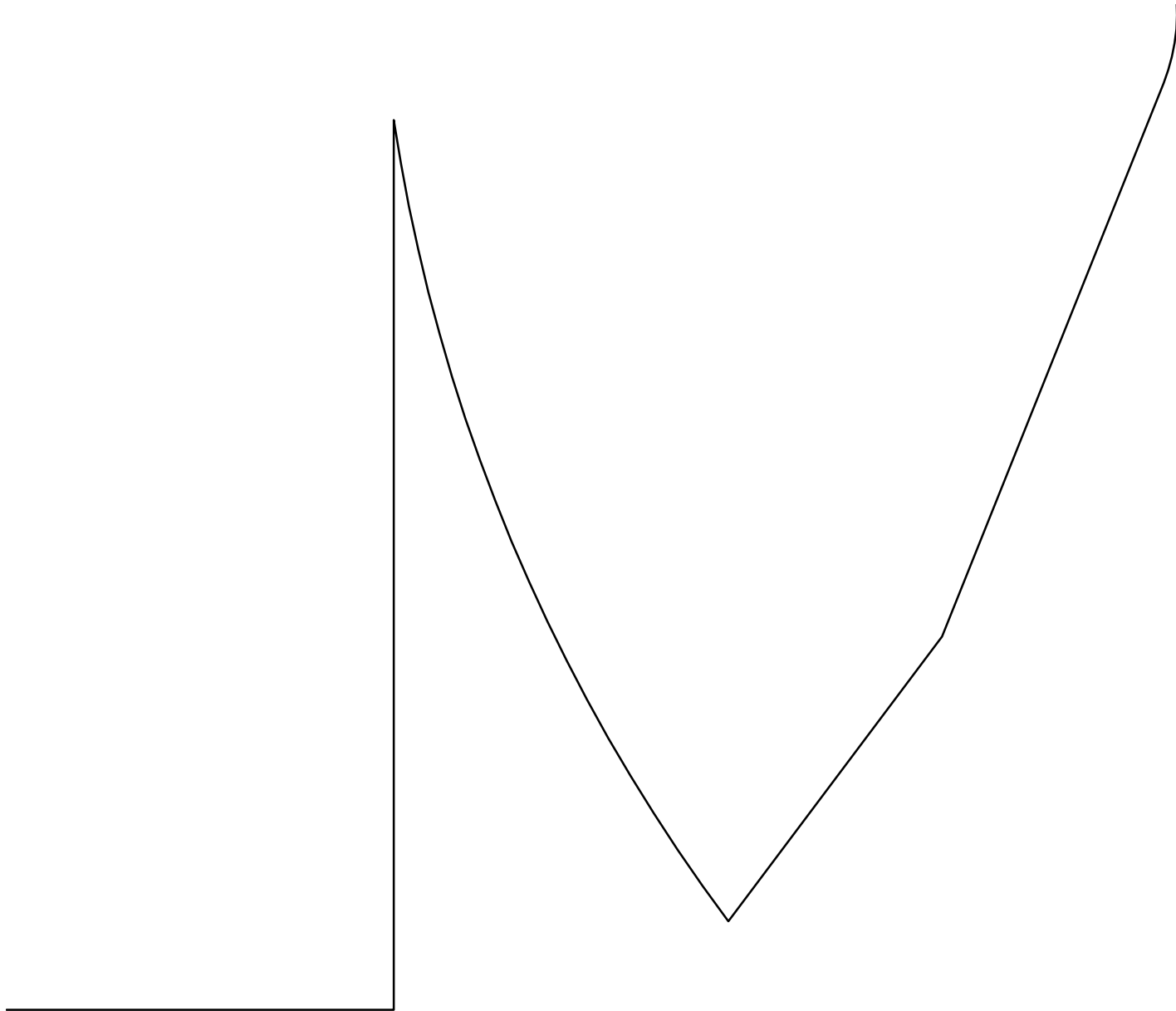




arm02a, Archytextural - the bat that goes quack

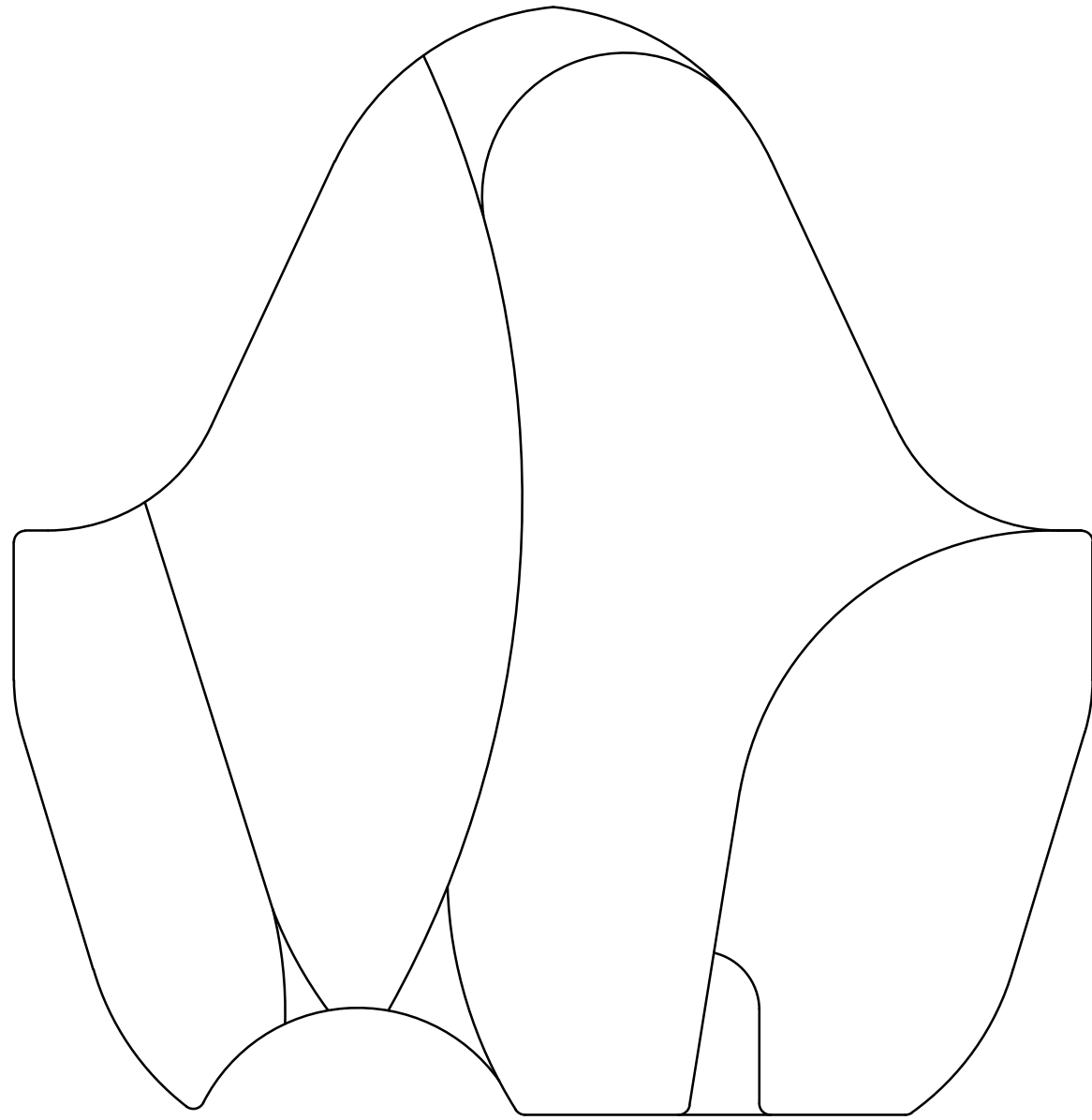


arm03a, Archytextural - the bat that goes quack



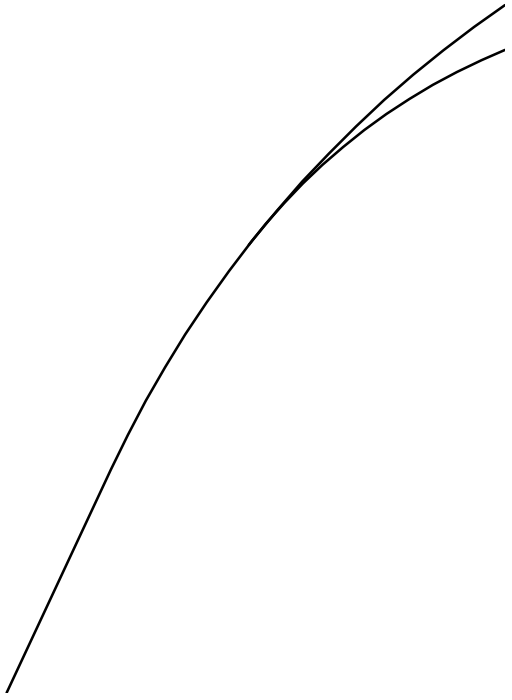
arm04a, Archytextural - the bat that goes quack

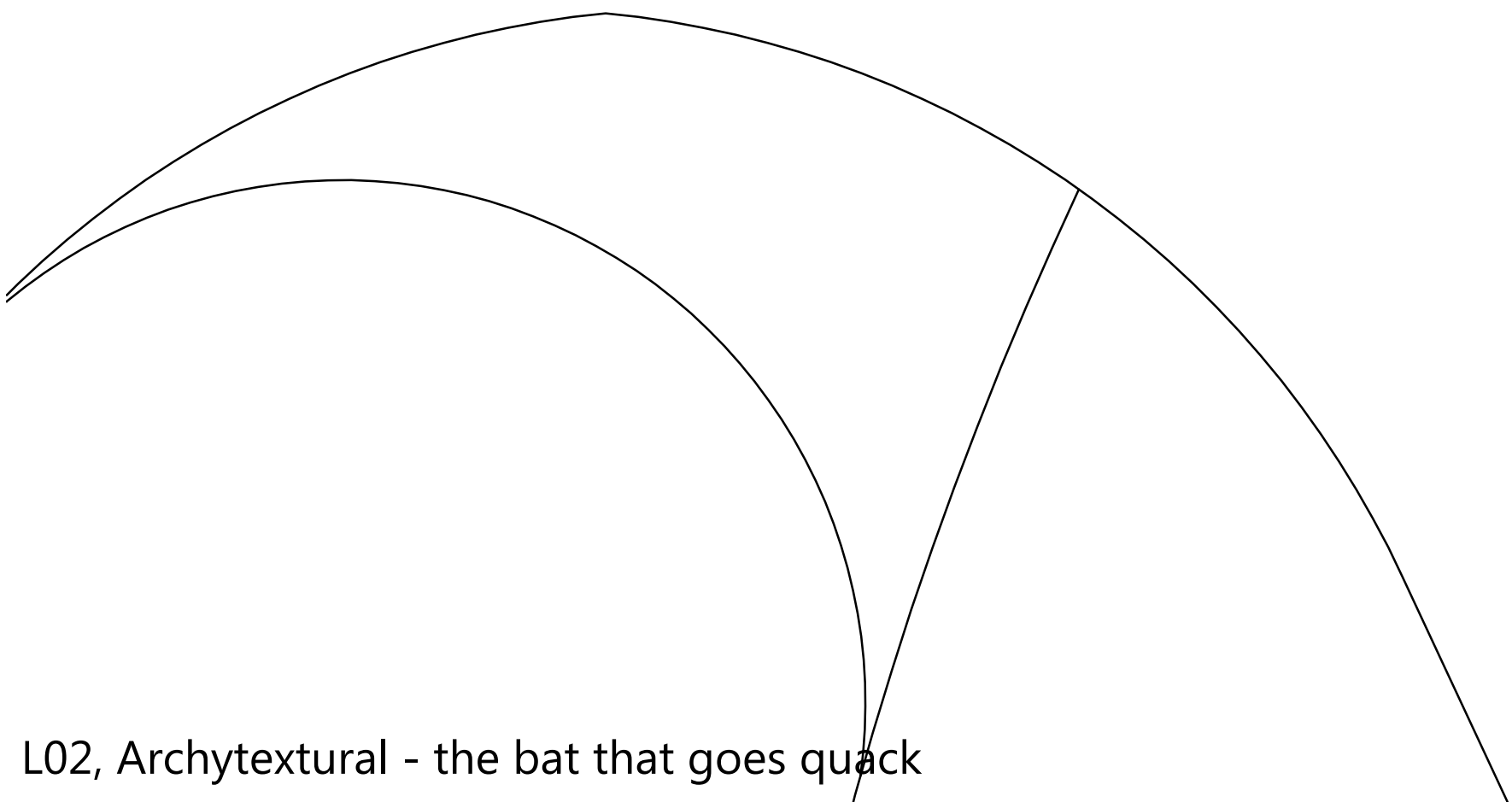




L00Lefttleg, Archytextural - the bat that goes quack

L01, Archytextural - the bat that goes quack

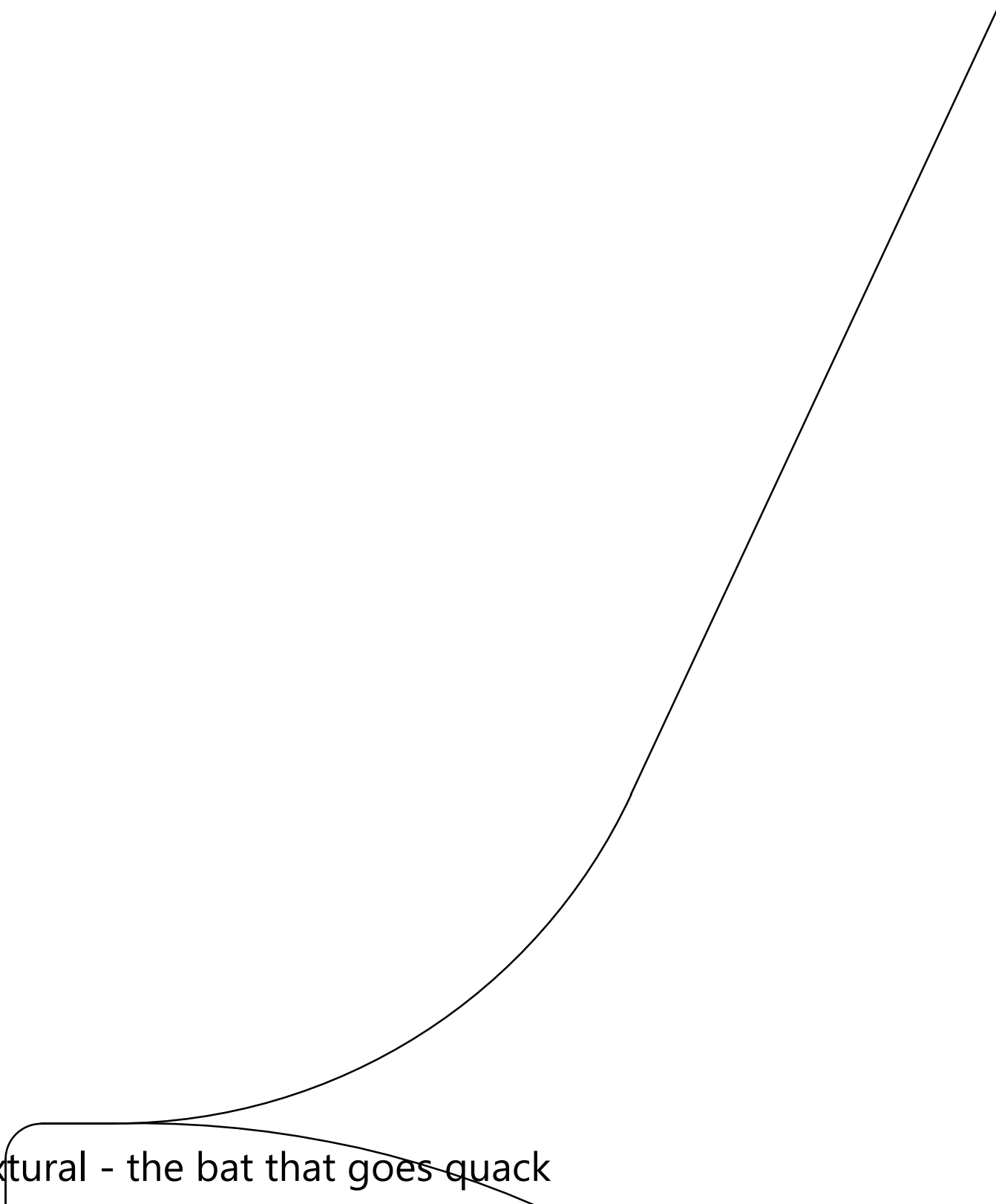




L02, Archytextural - the bat that goes quack

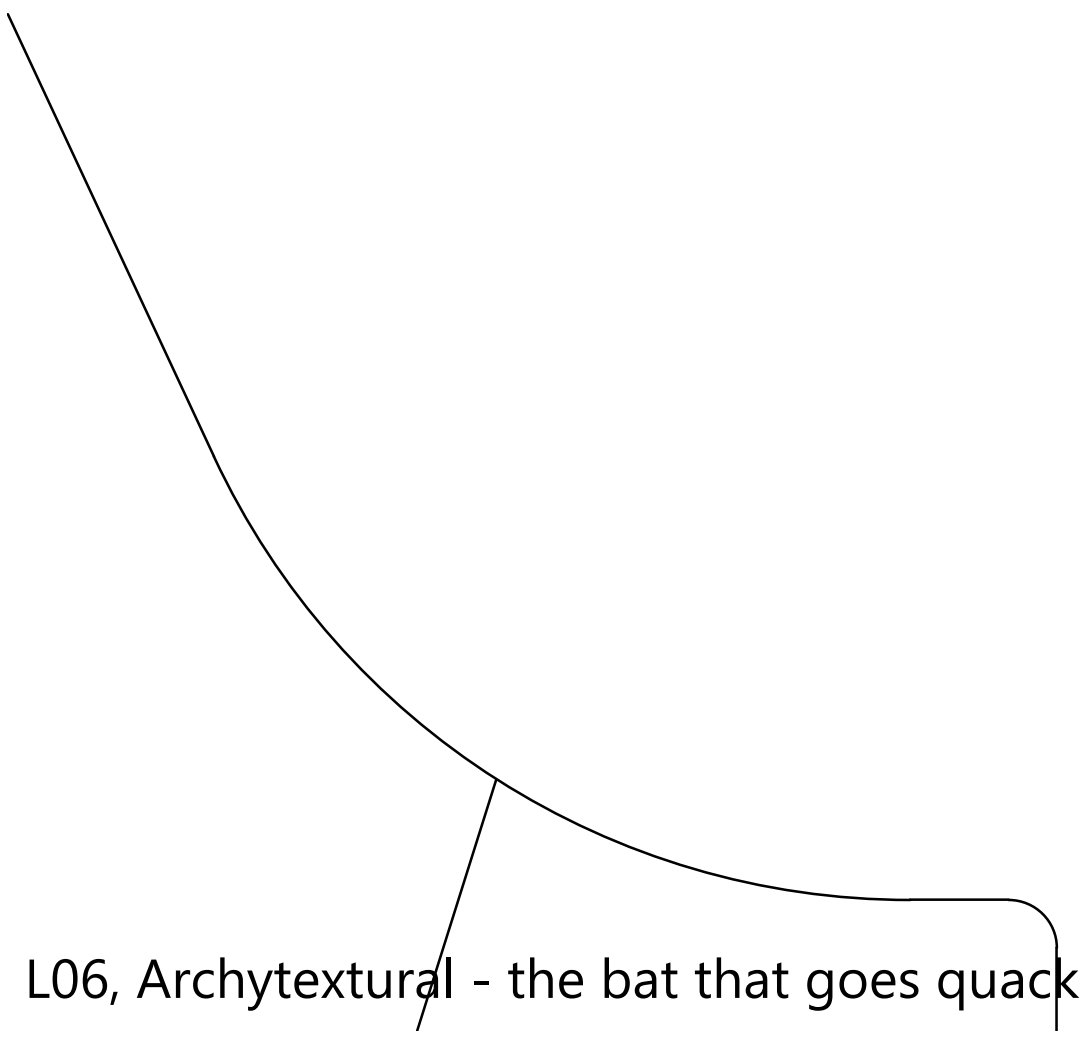


L04, Archytextural - the bat that goes quack

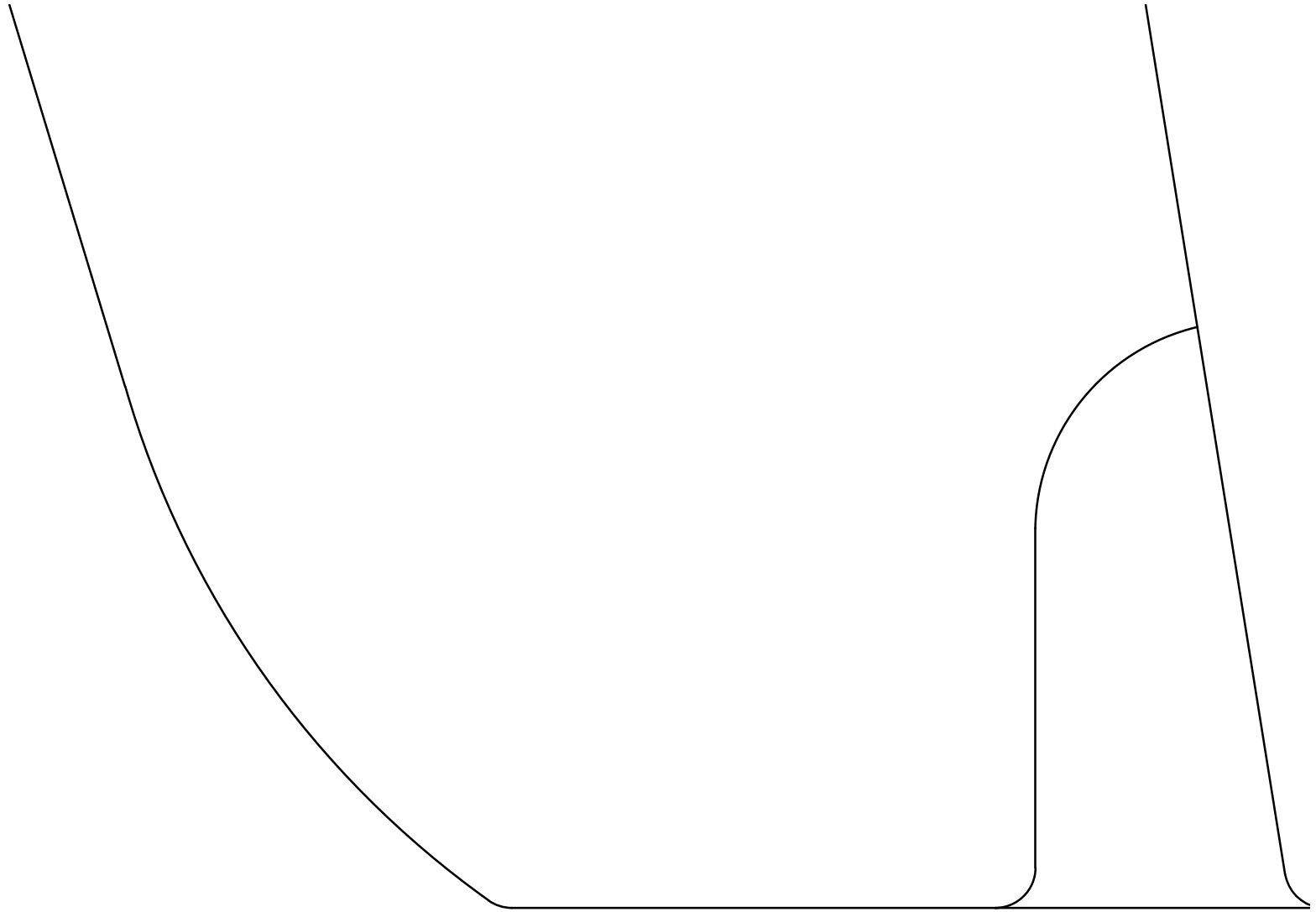




L05, Archytextural - the bat that goes quack

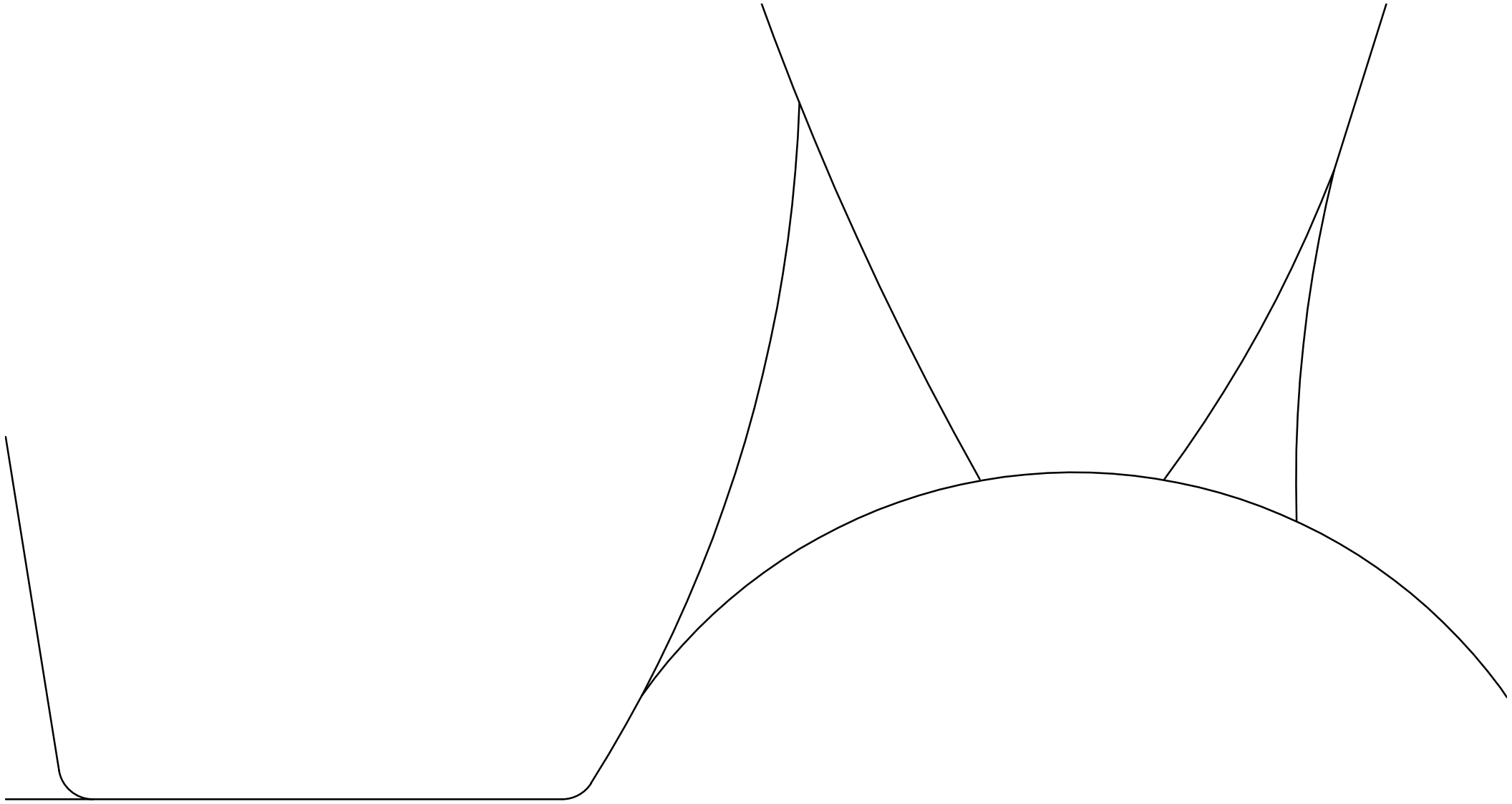


L06, Archytextural - the bat that goes quack

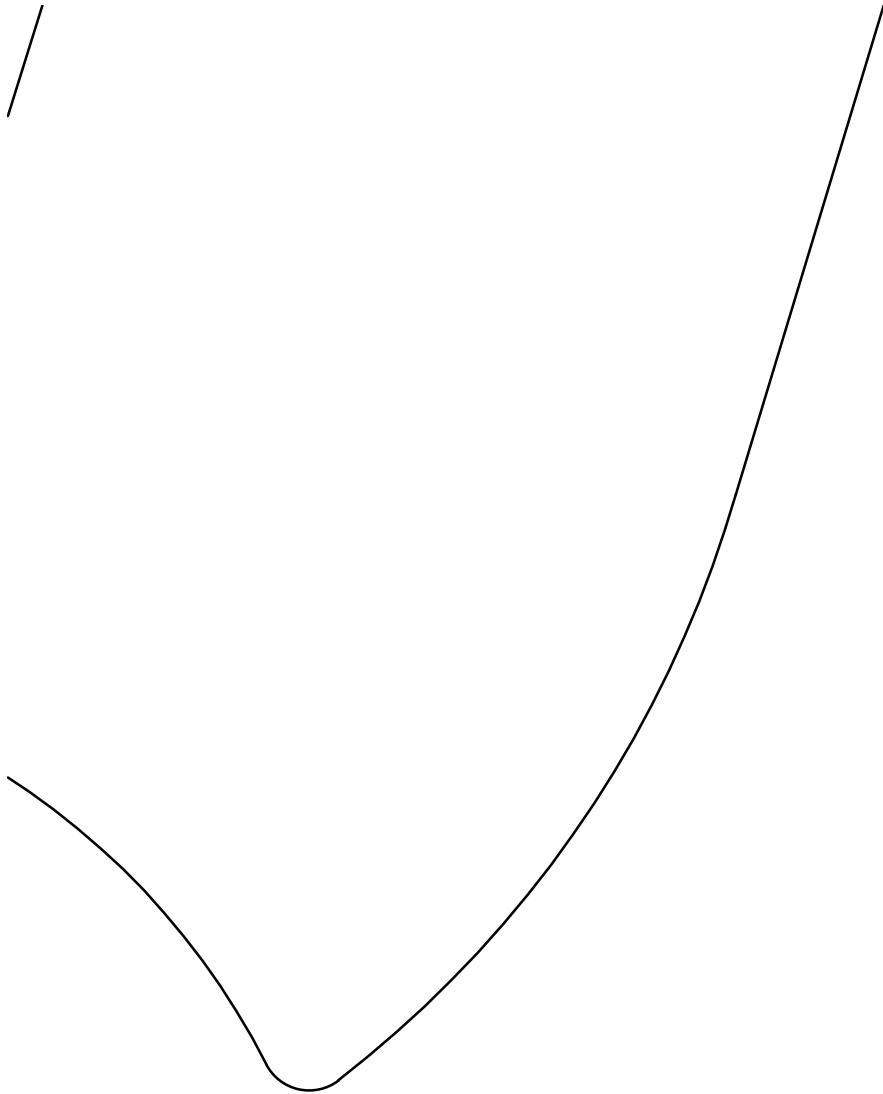


L07, Archytextural - the bat that goes quack

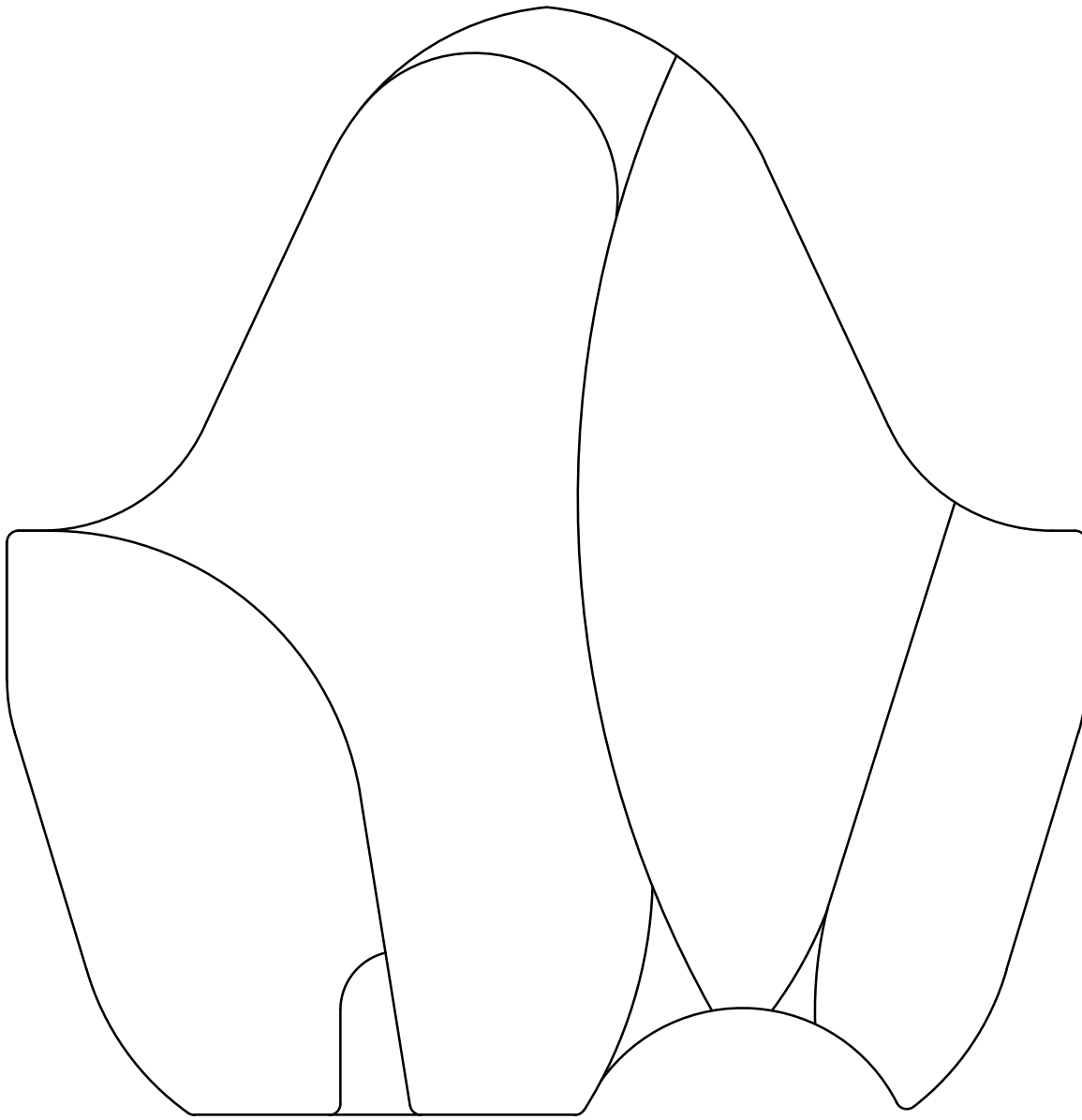




L08, Archytextural - the bat that goes quack



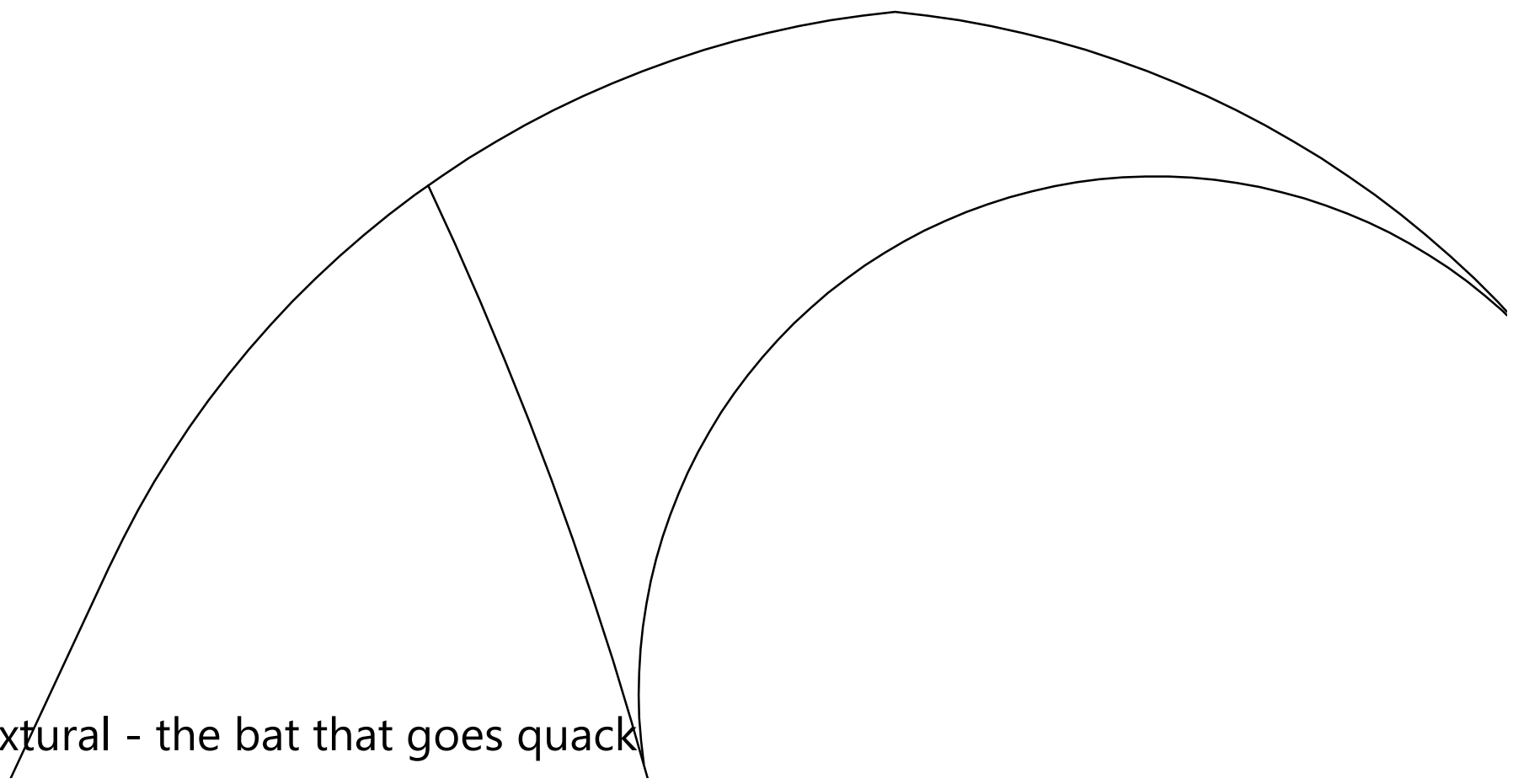
L09, Archytextural - the bat that goes quack

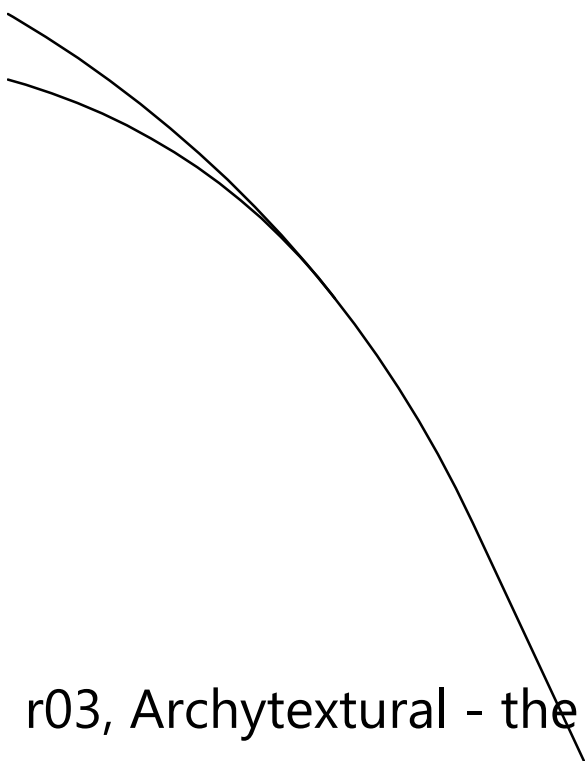


r00rightleg, Archytextural - the bat that goes quack



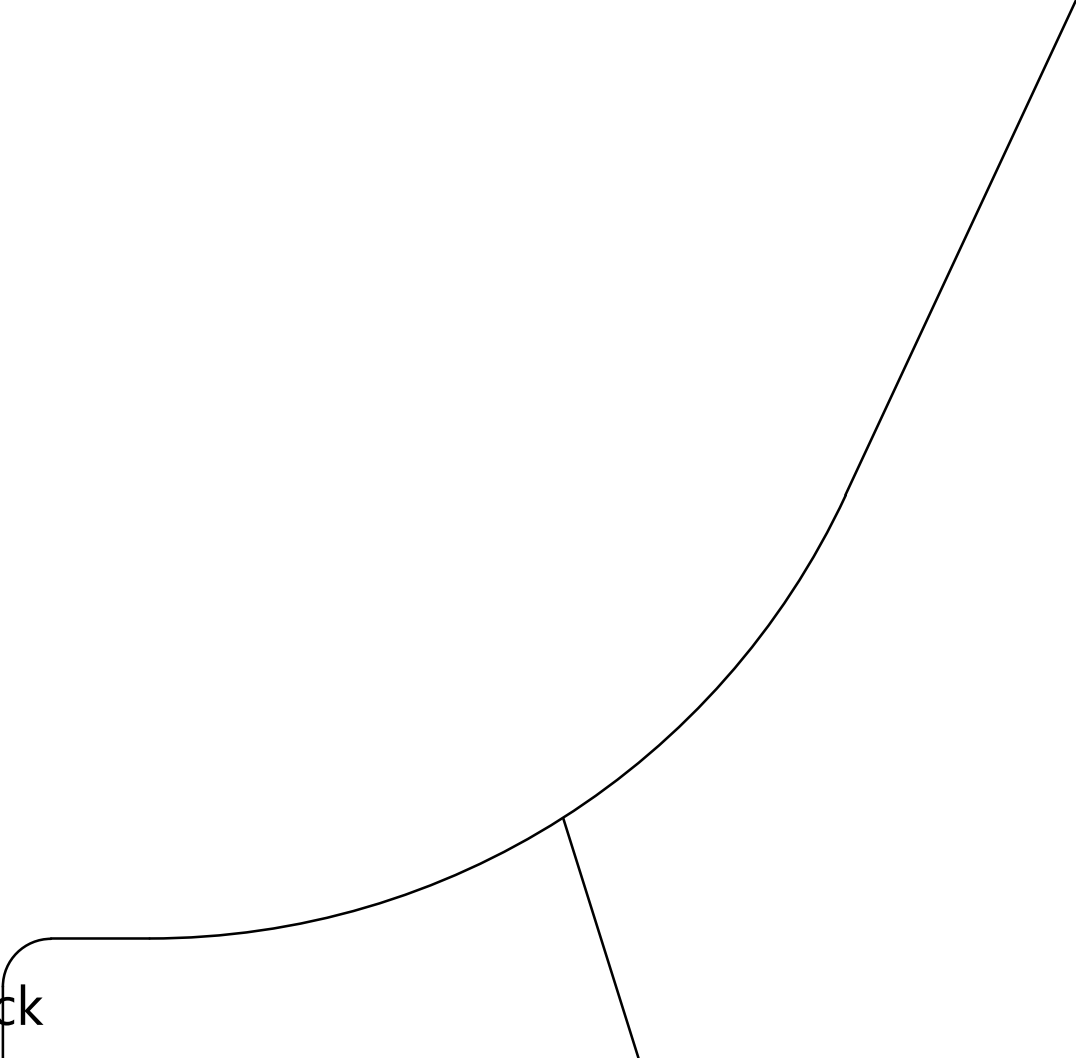
r02, Archytextural - the bat that goes quack

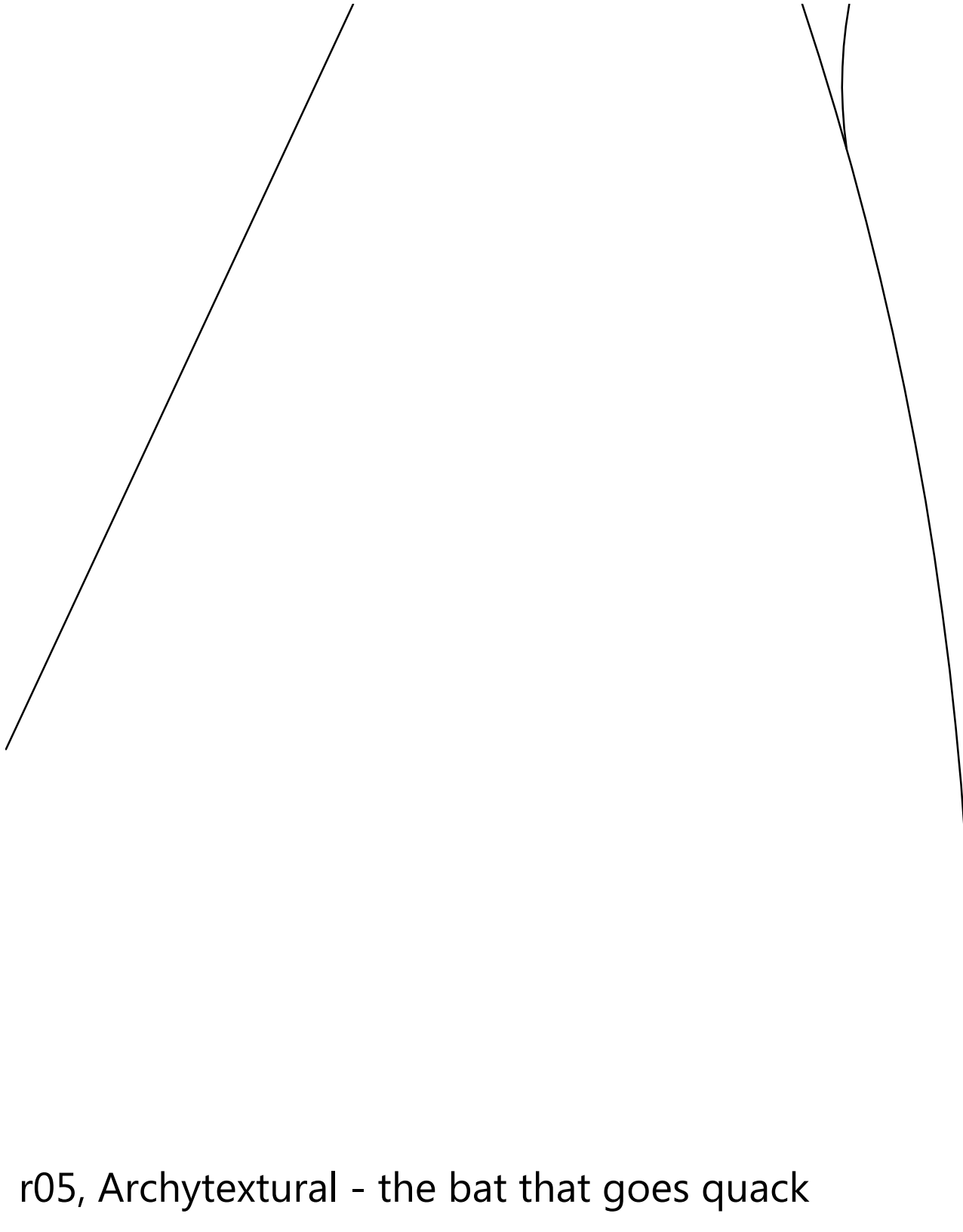




r03, Archytextural - the bat that goes quack

r04, Archytextural - the bat that goes quack

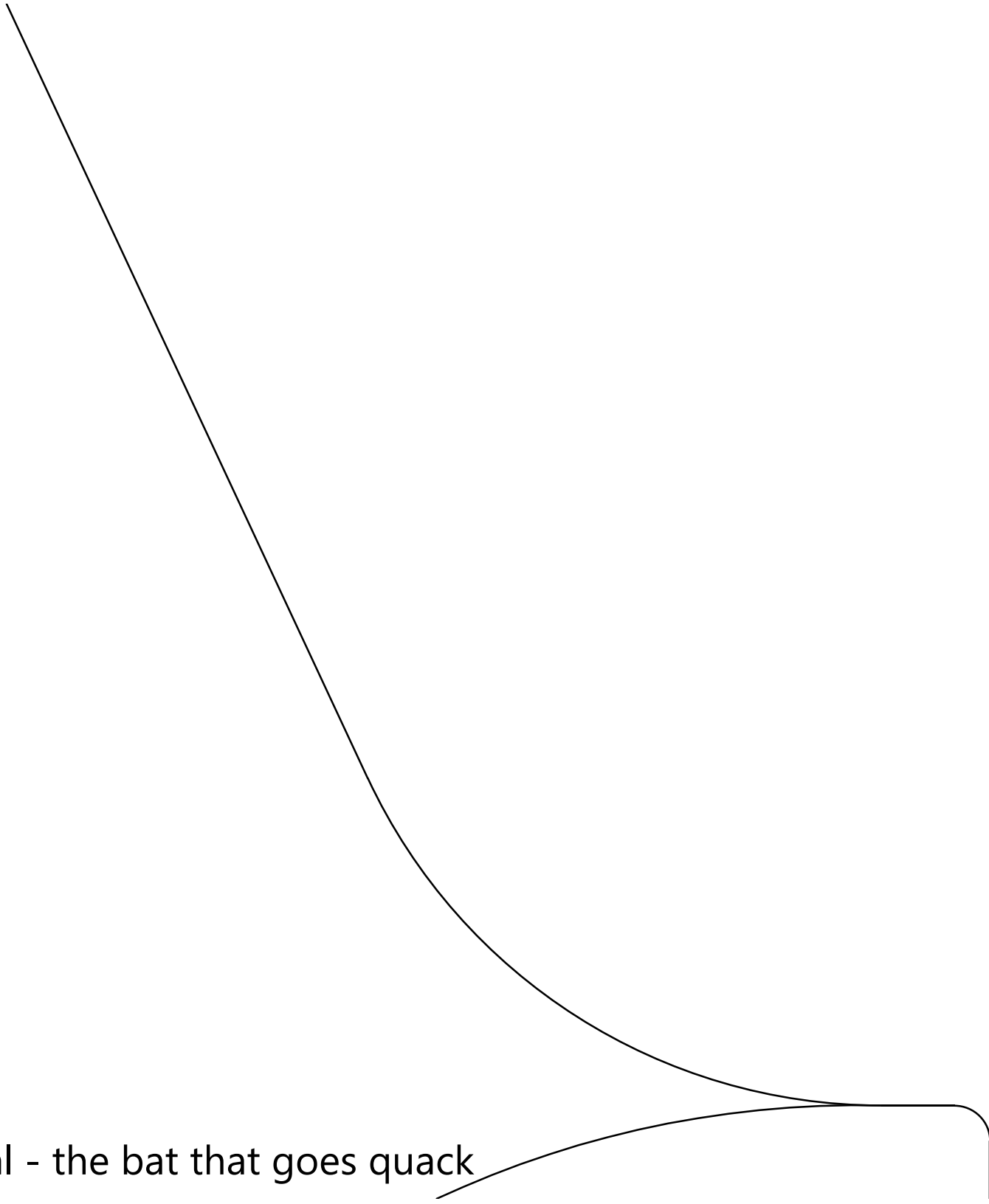




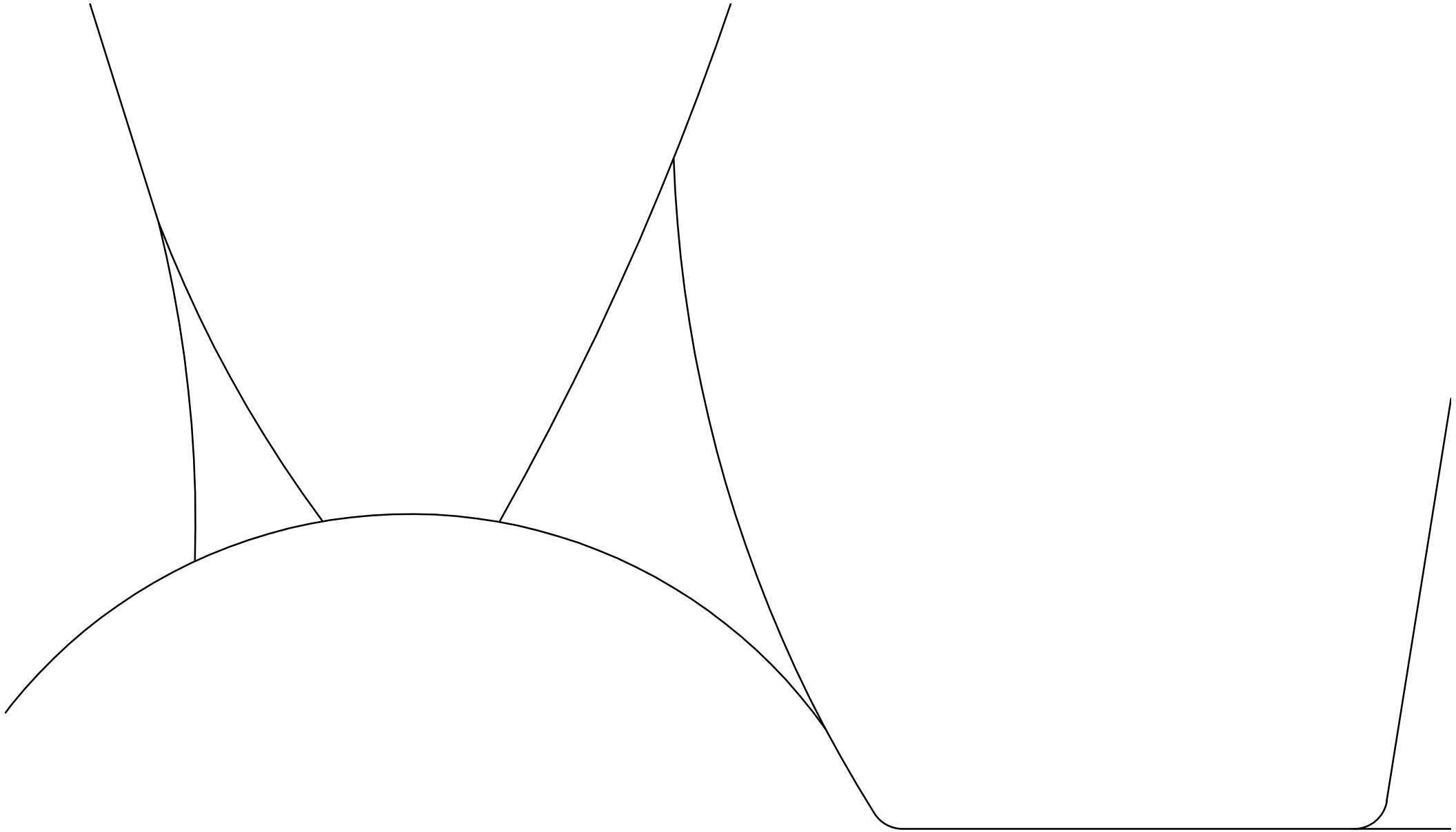
r05, Archytextural - the bat that goes quack



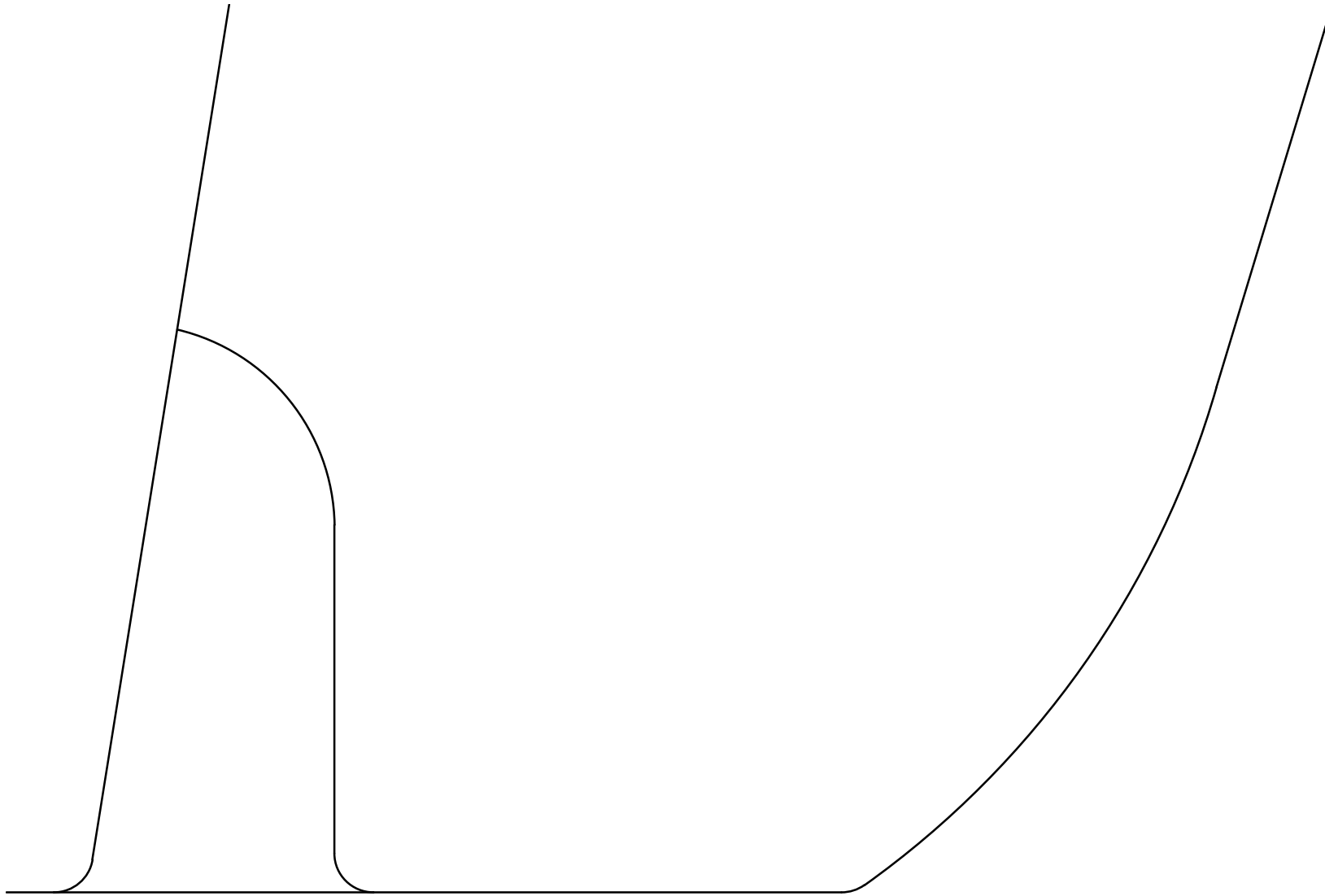
r06, Archytextural - the bat that goes quack



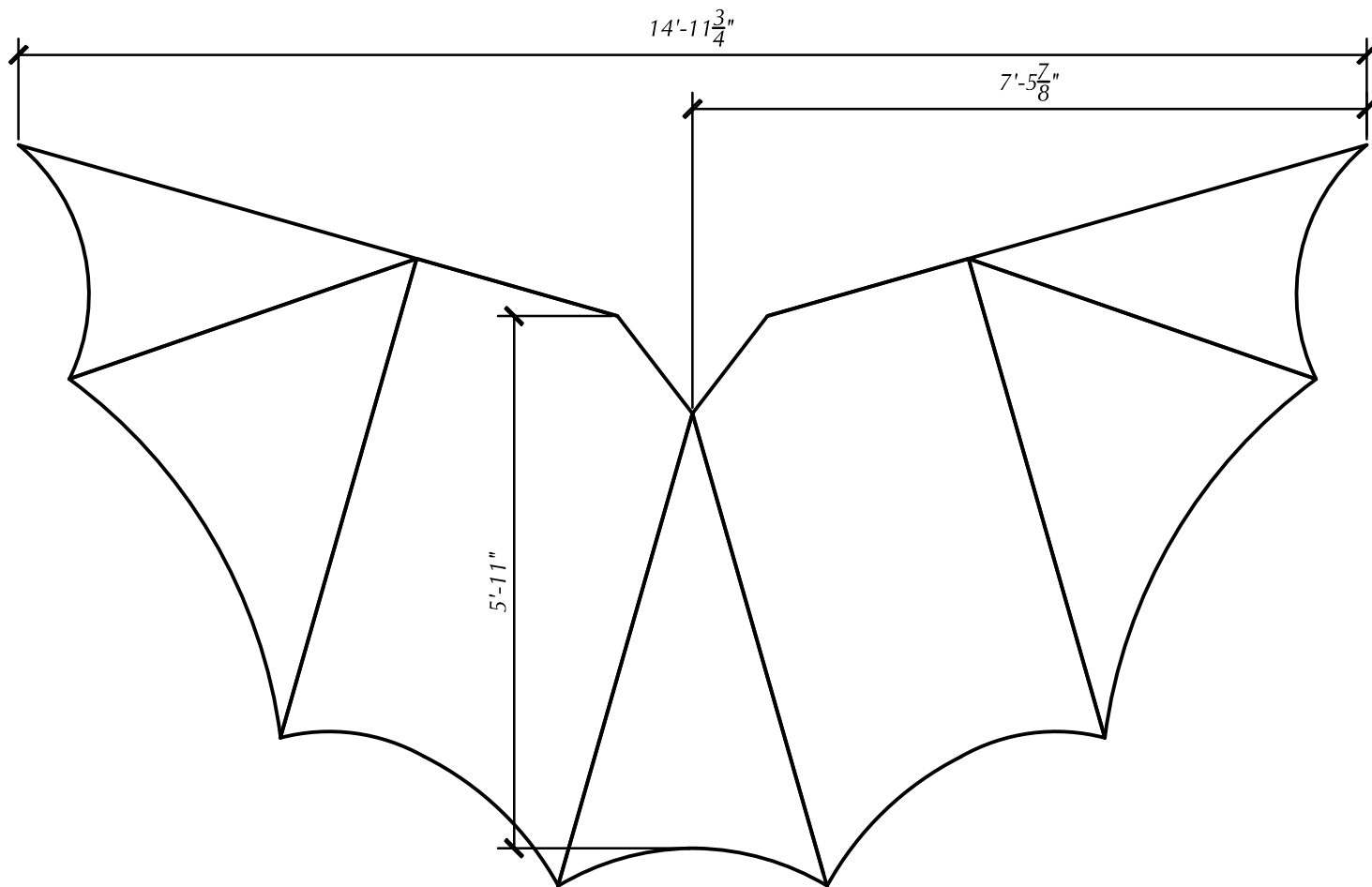
r07, Archytextural - the bat that goes quack



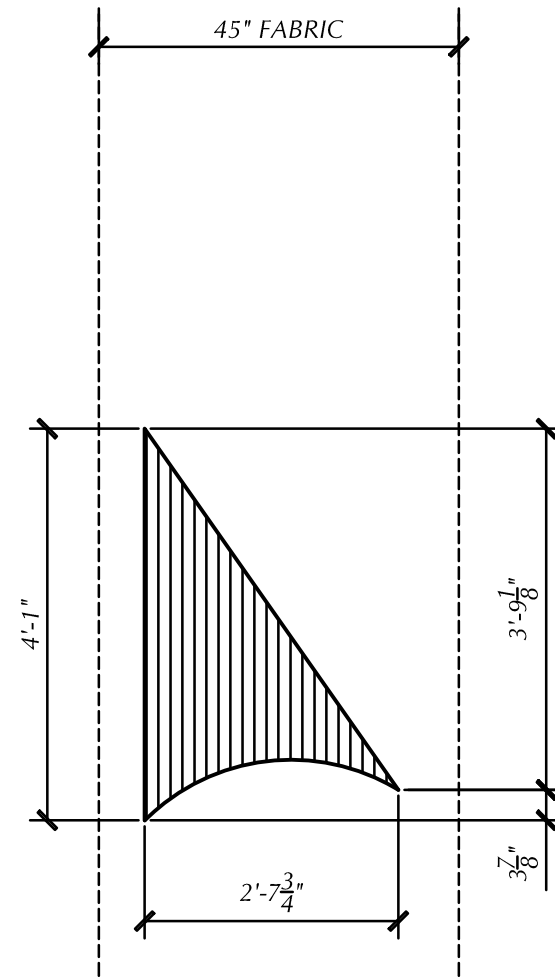
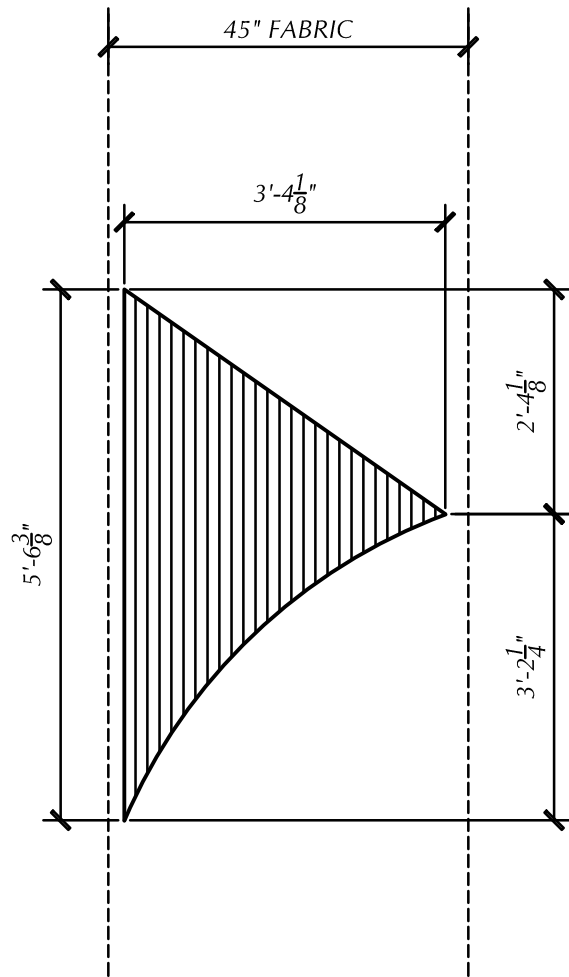
r08, Archytextural - the bat that goes quack

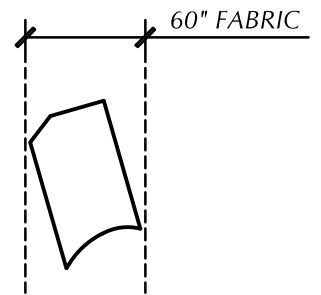
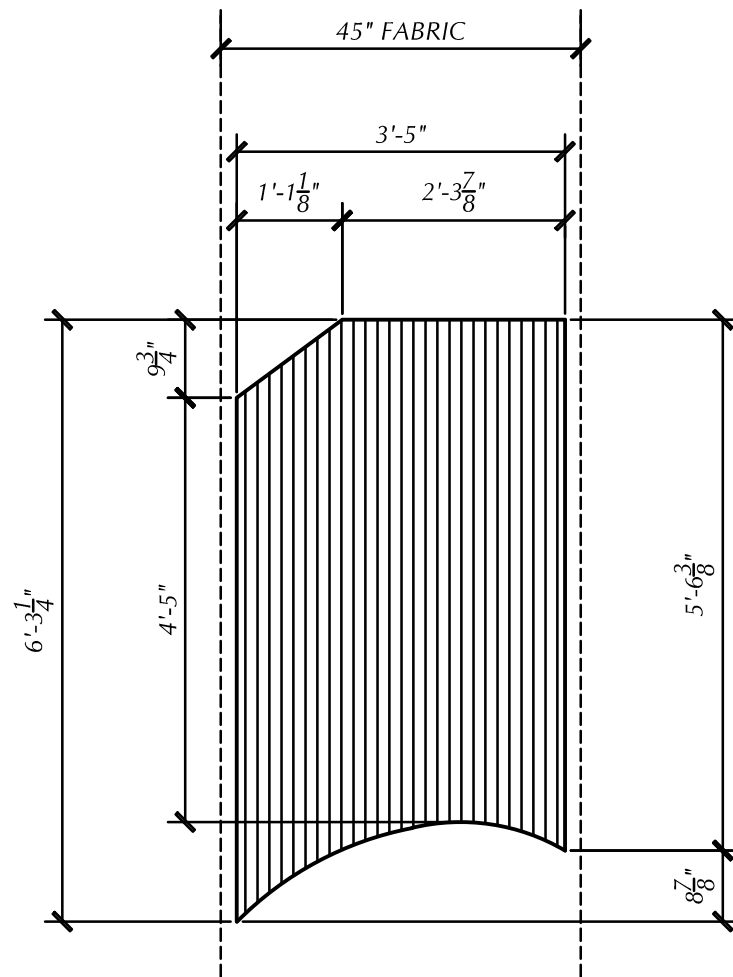
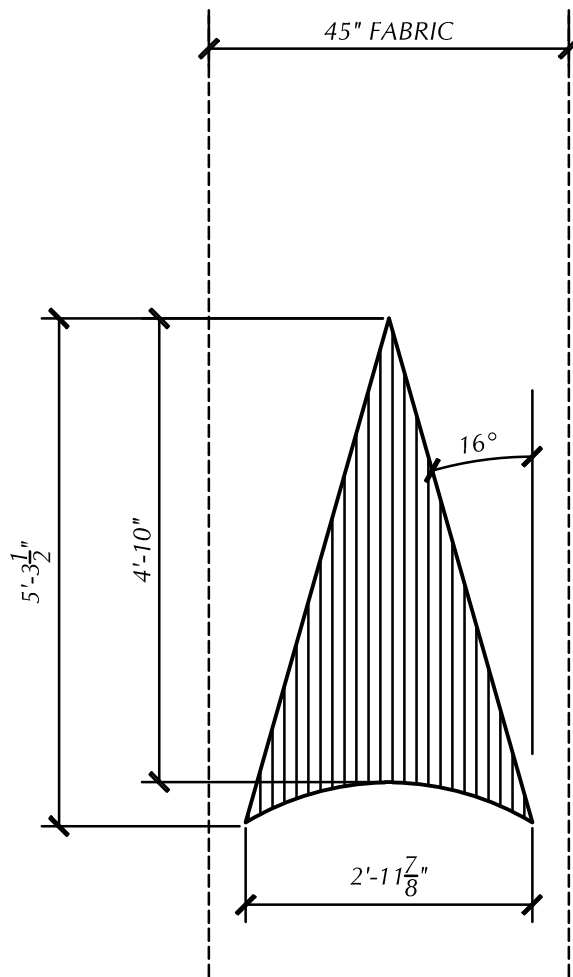


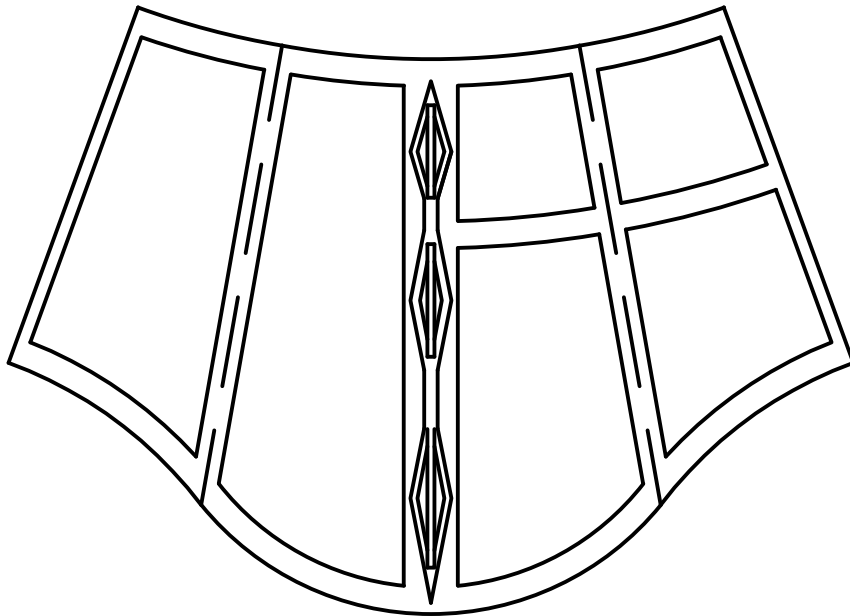
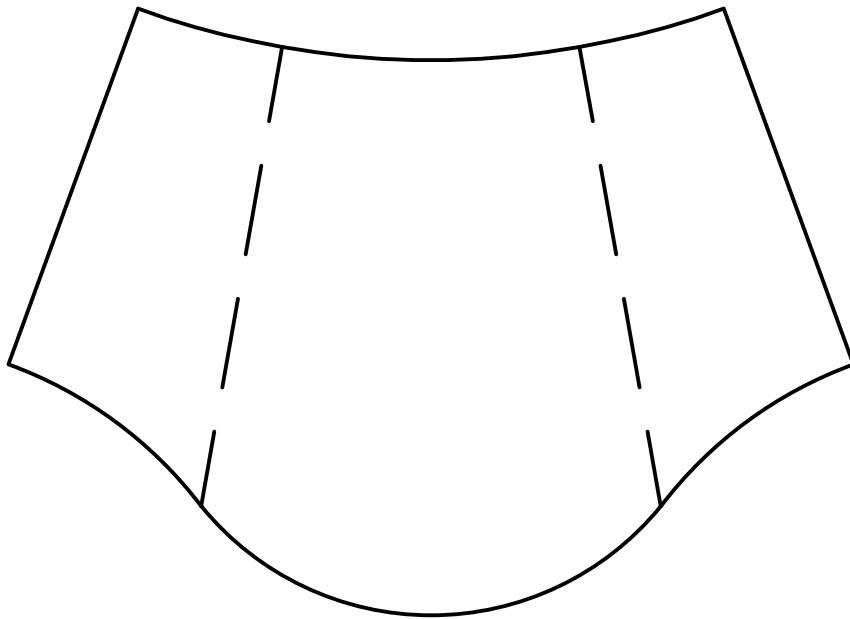
r09, Archytextural - the bat that goes quack



cp0CAPE, Archytextural - the bat that goes quack

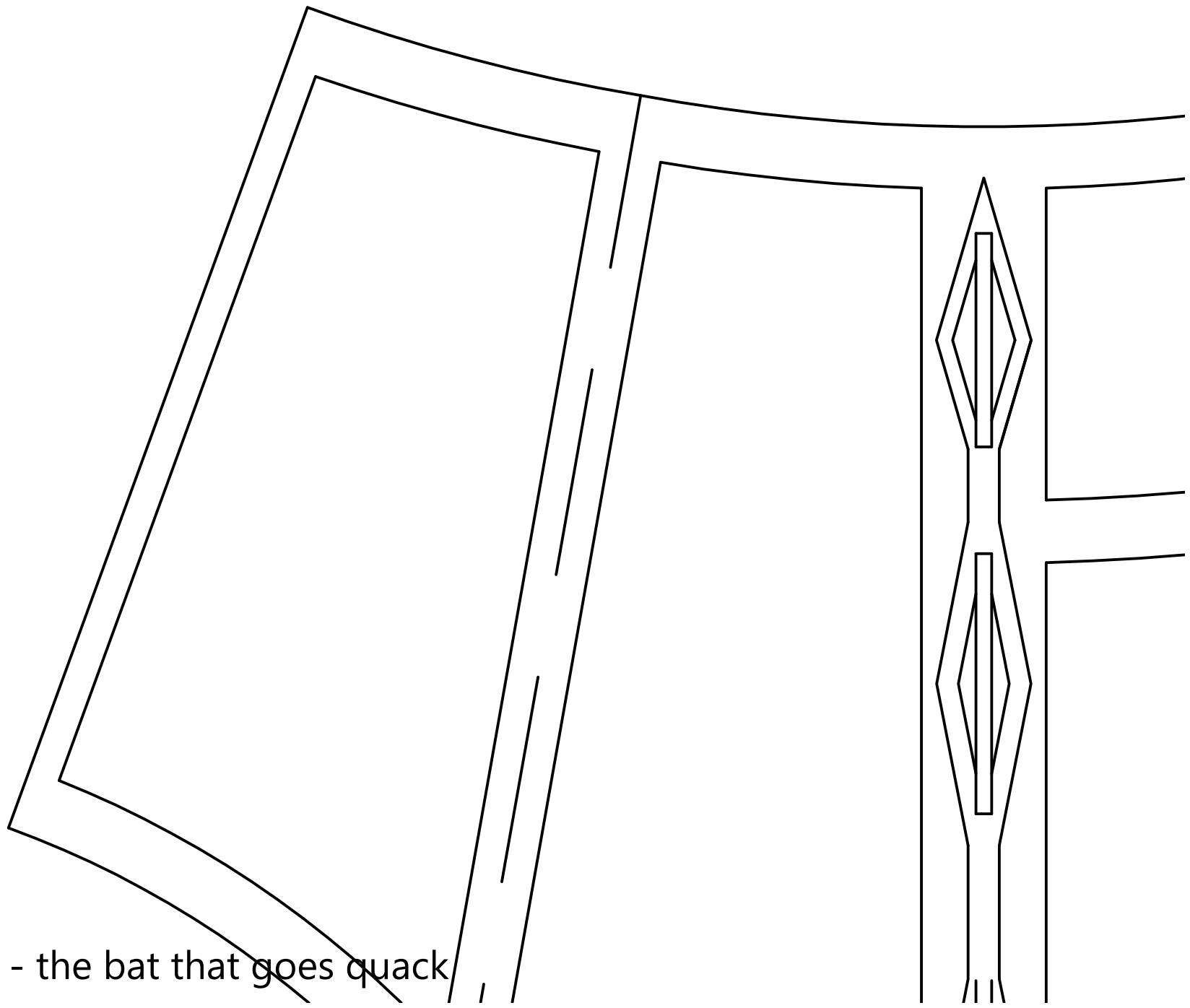




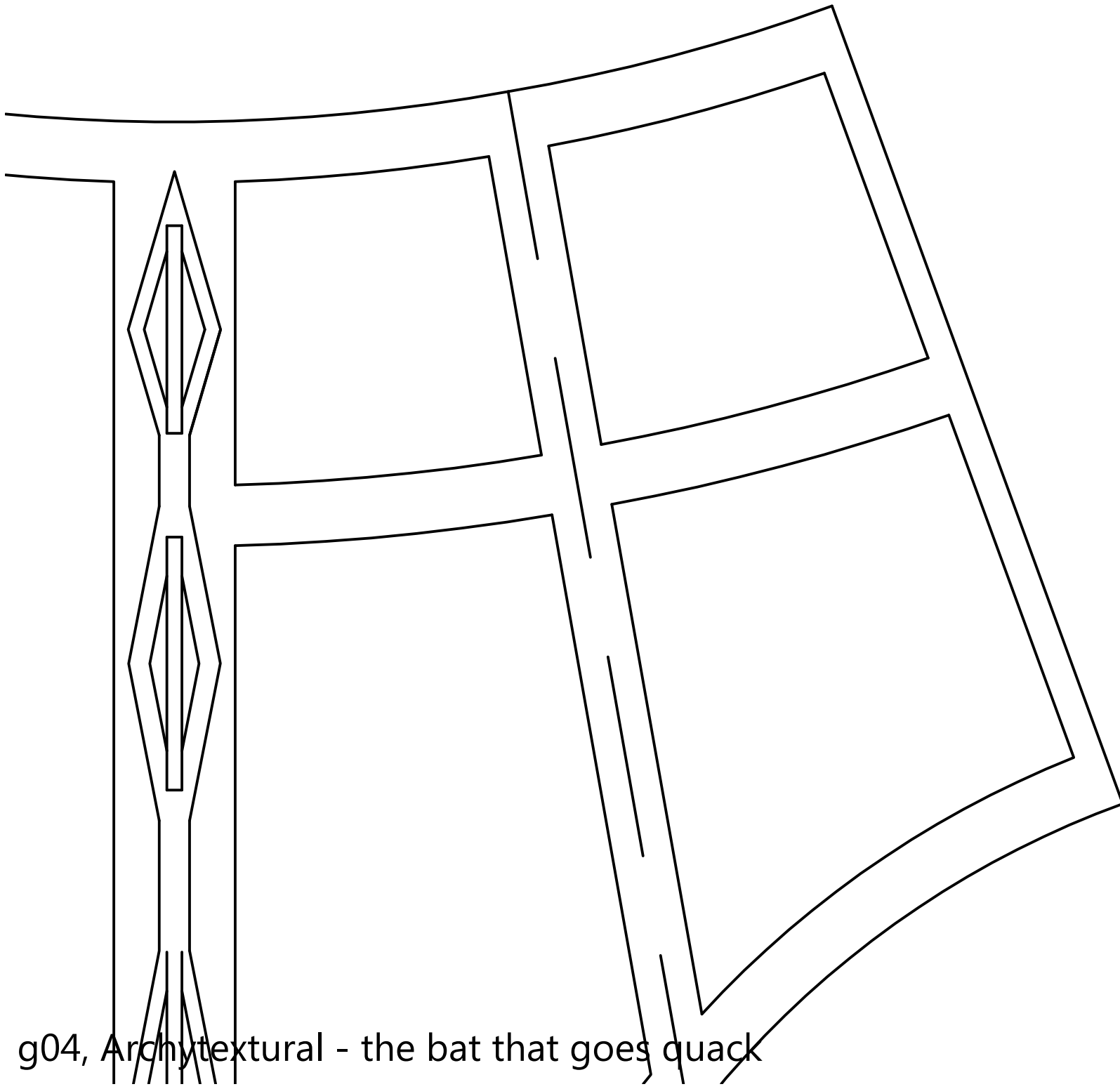


g00gauntlets, Archytextural - the bat that goes quack

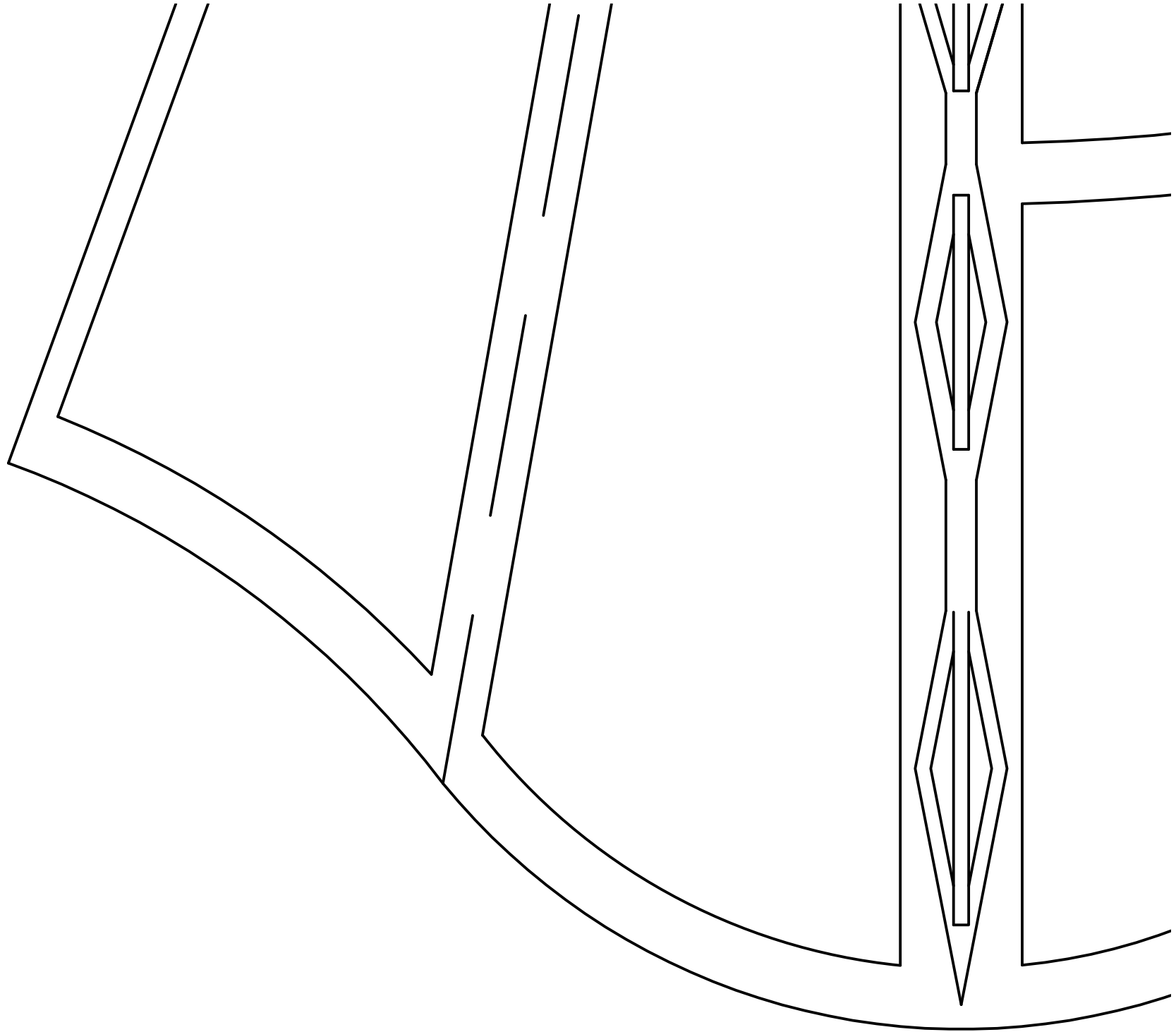




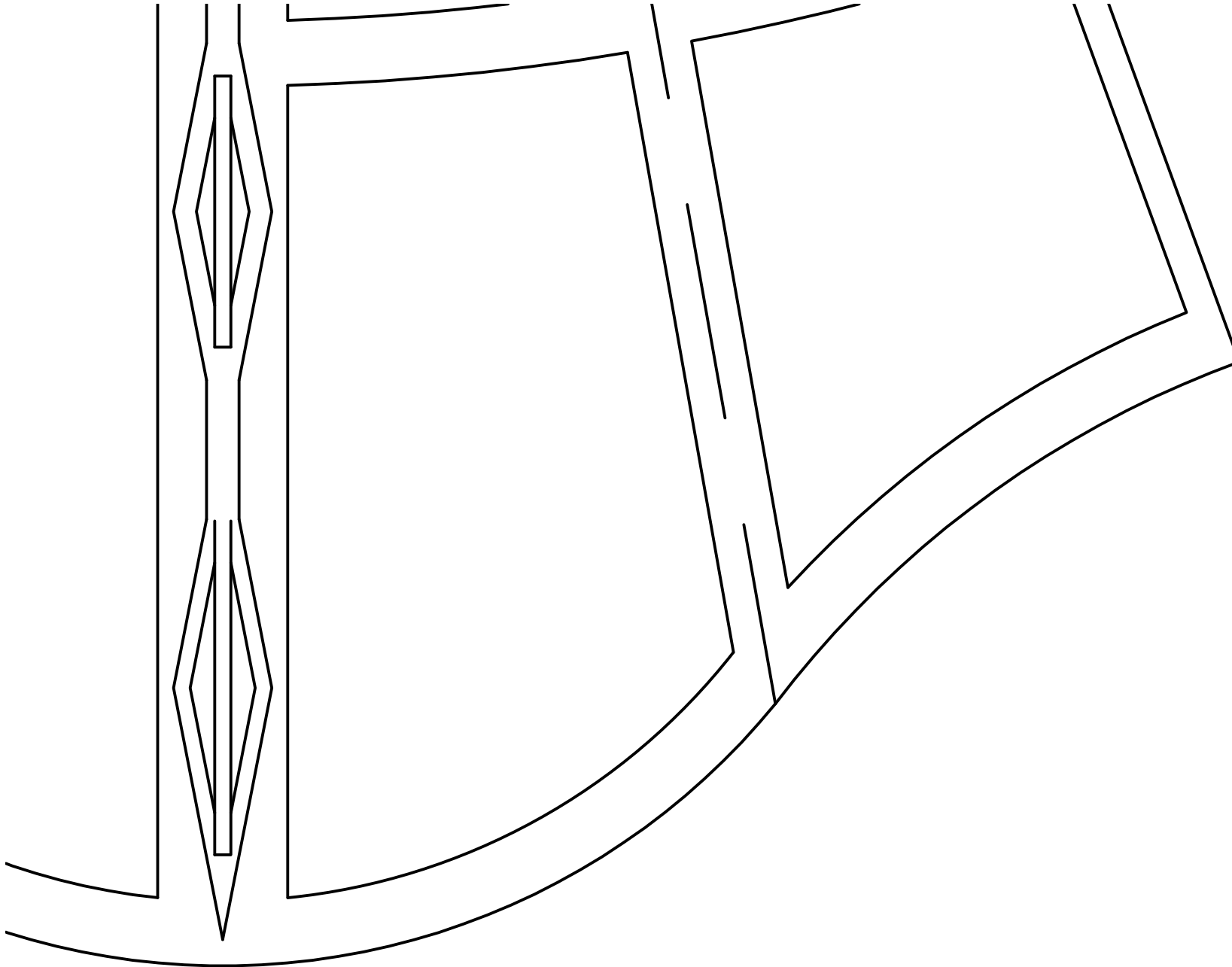
g03, Archytextural - the bat that goes quack



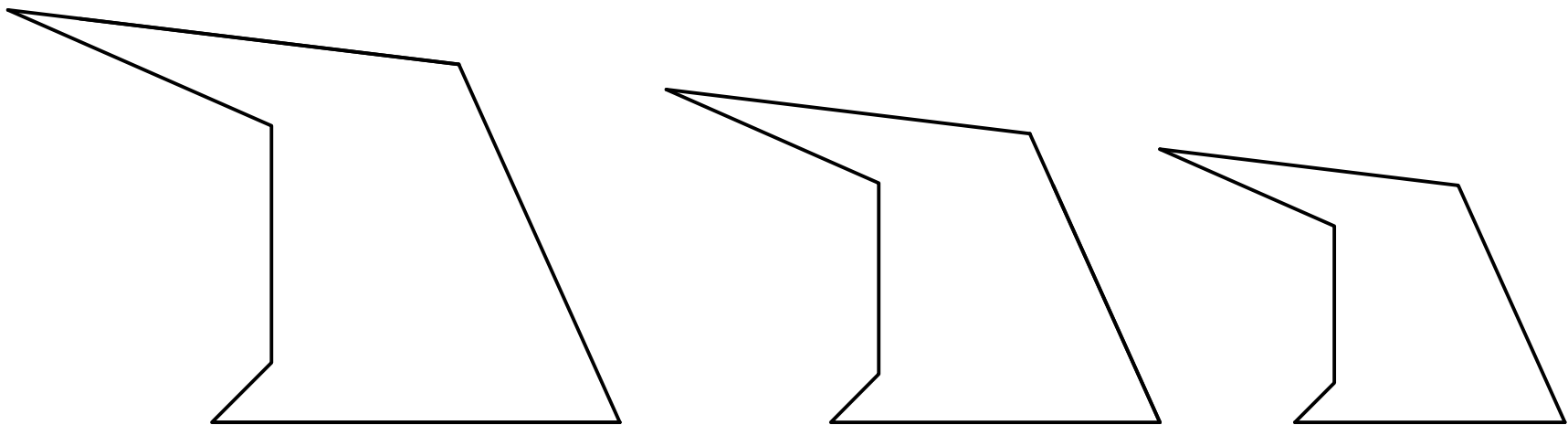
g04, Archytextural - the bat that goes quack

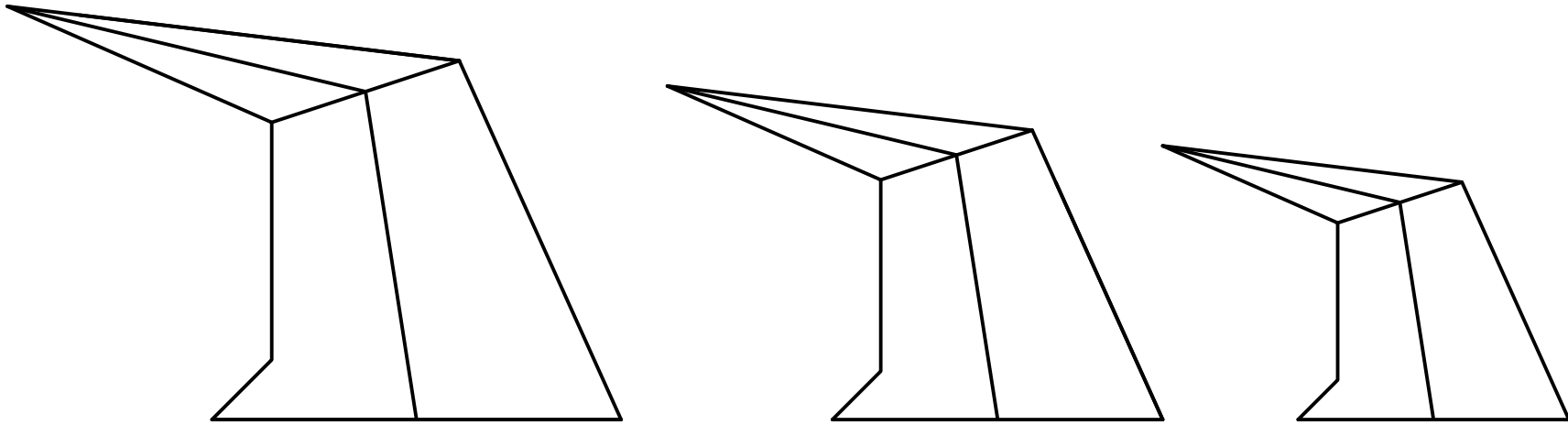


g06, Archytextural - the bat that goes quack

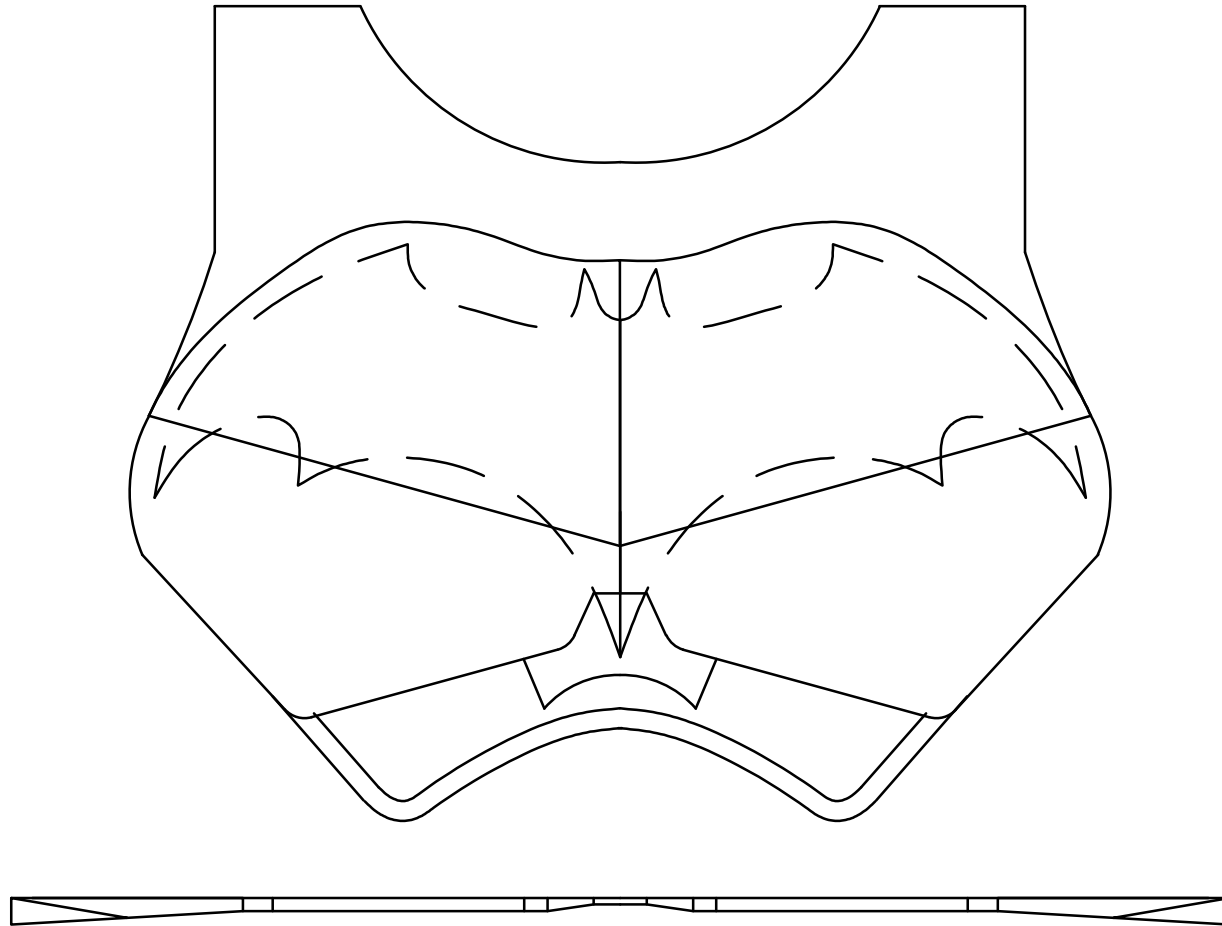


g05, Archytextural - the bat that goes quack



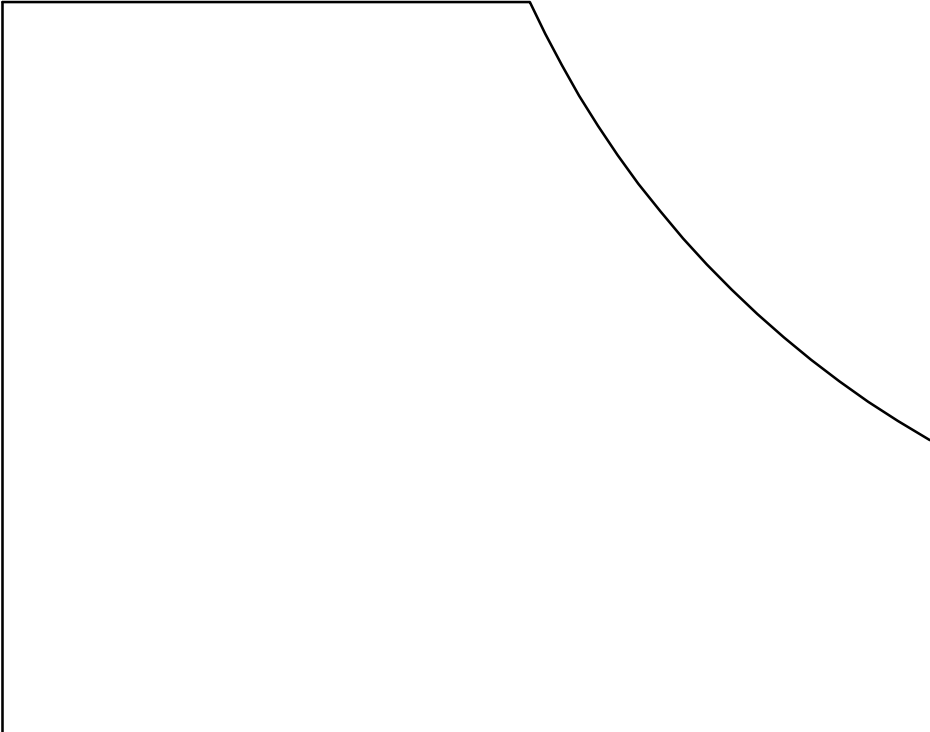


g01, Archytextural - the bat that goes quack

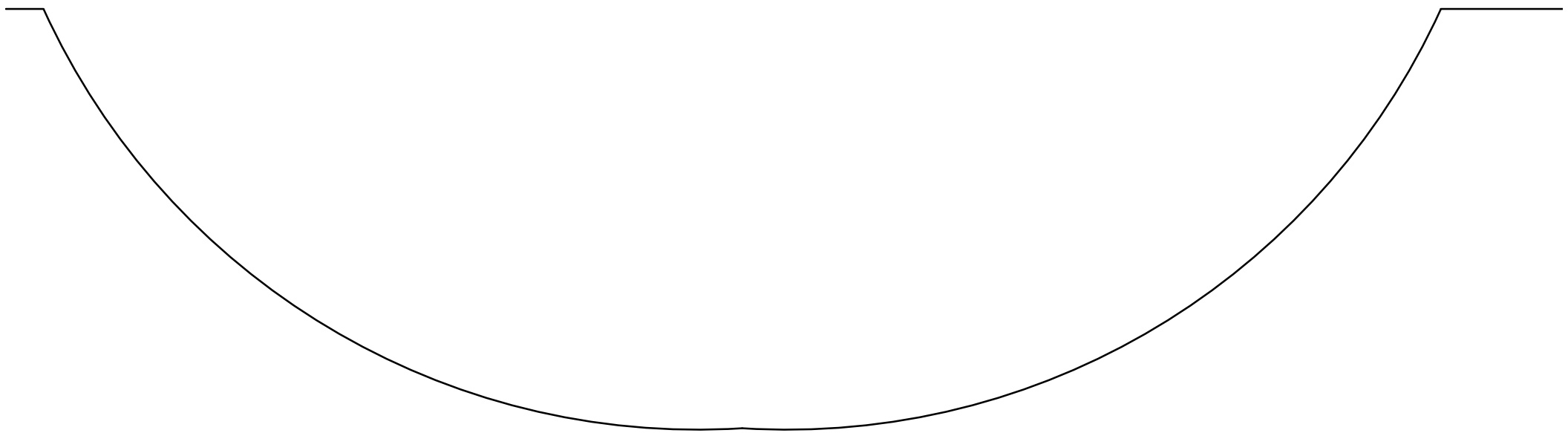


c00overall-chest, Archytextural - the bat that goes quack

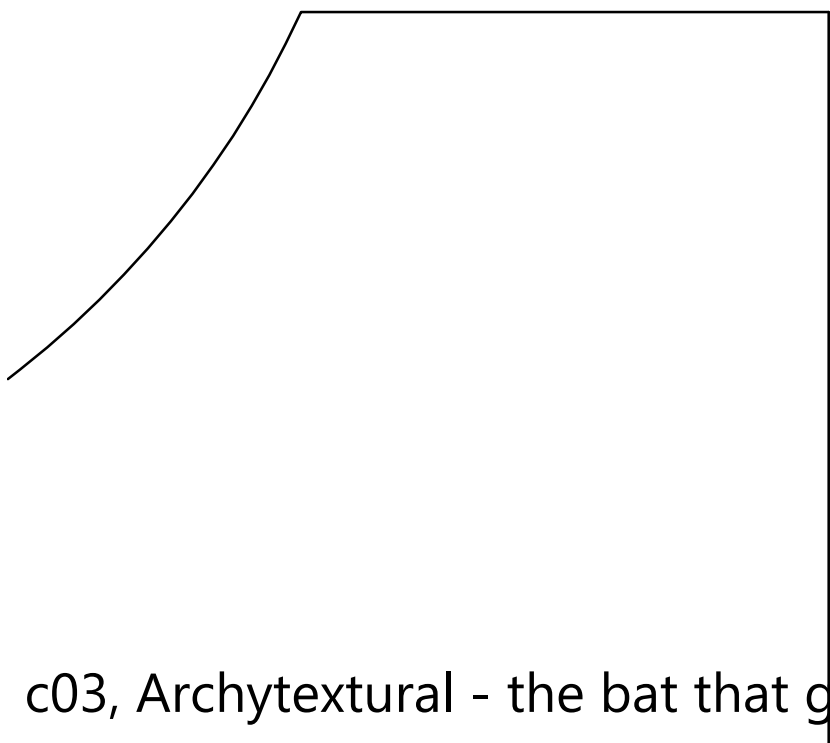
c01, Archytextural - the bat that goes quack



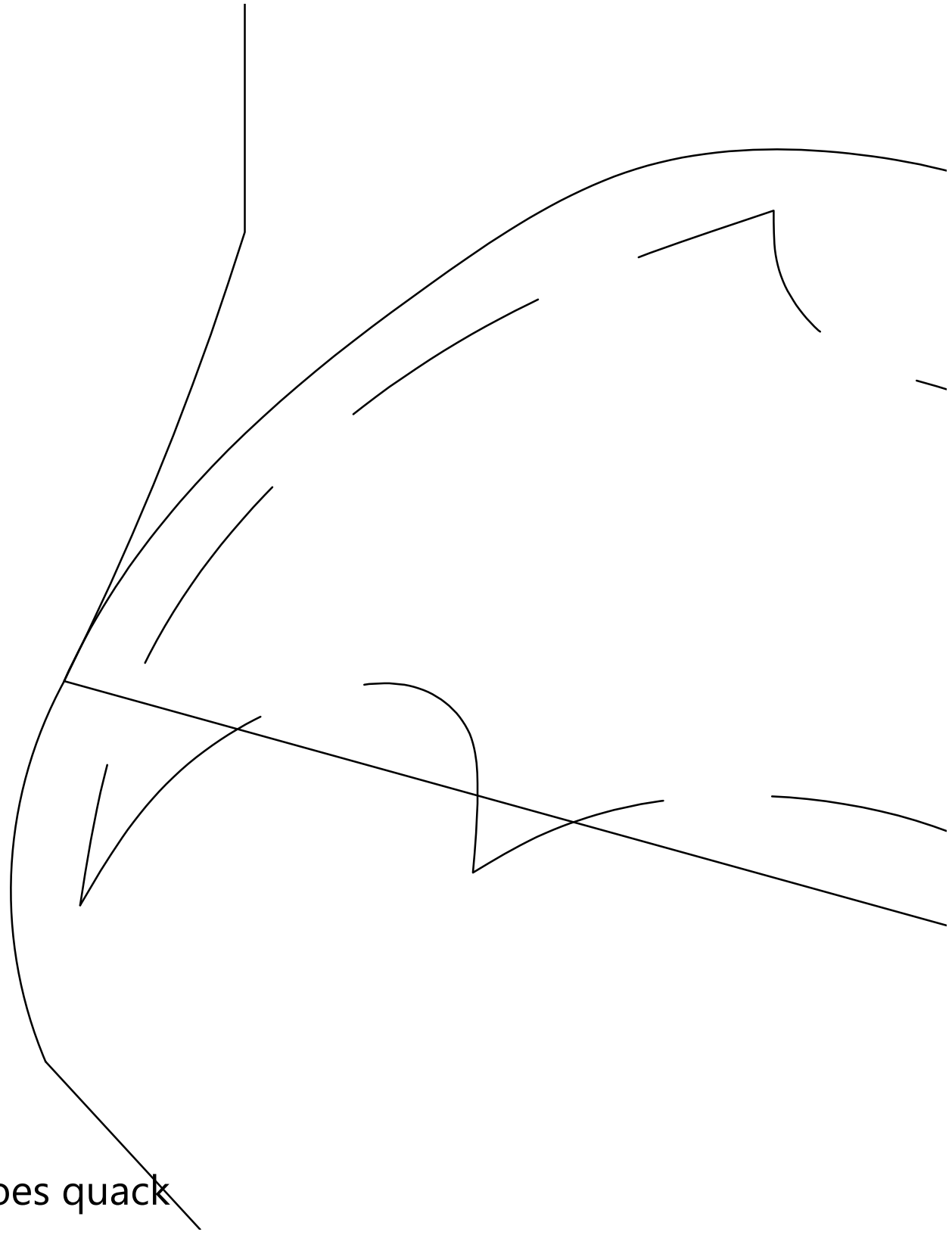




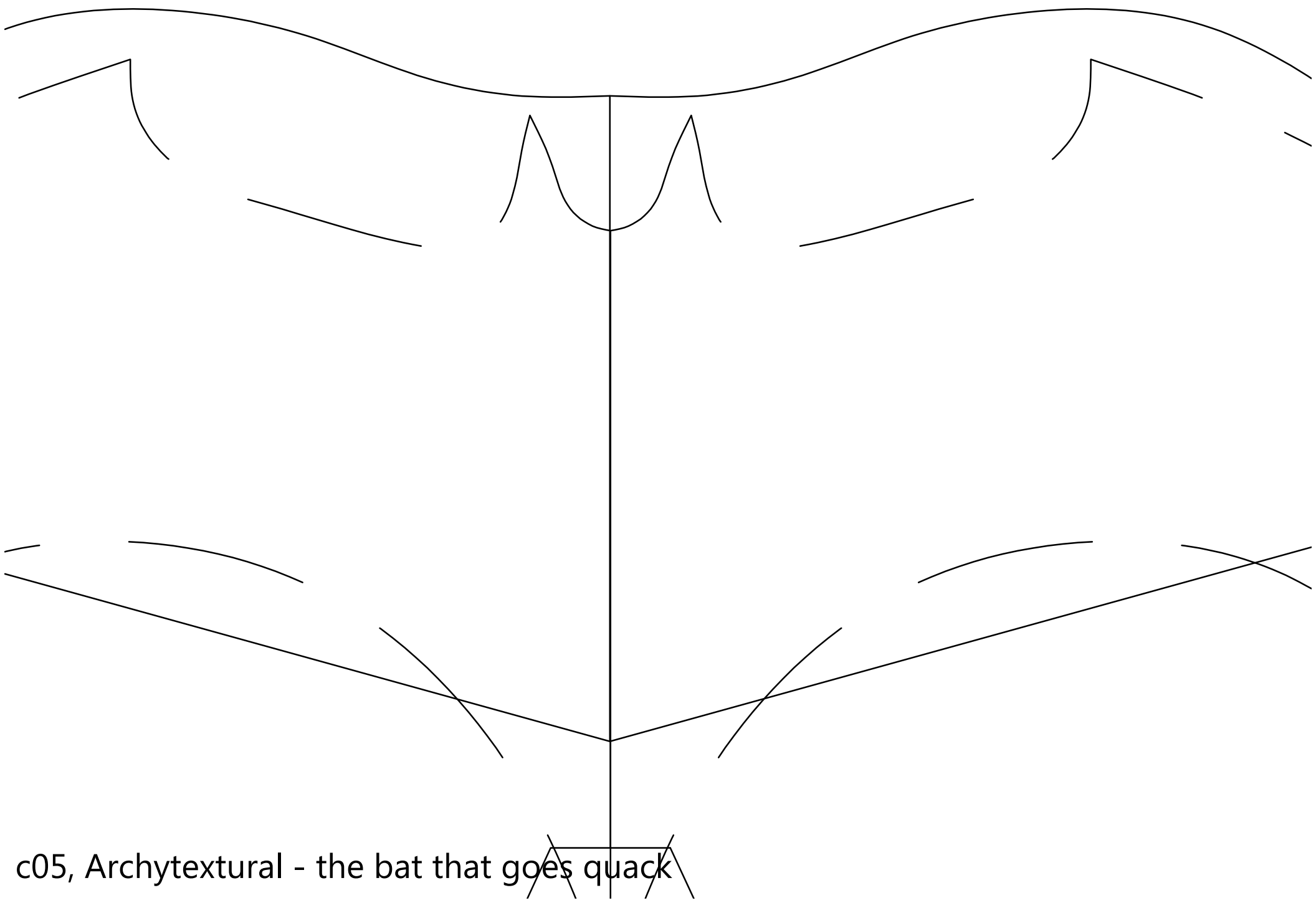
c02, Archytextural - the bat that goes quack



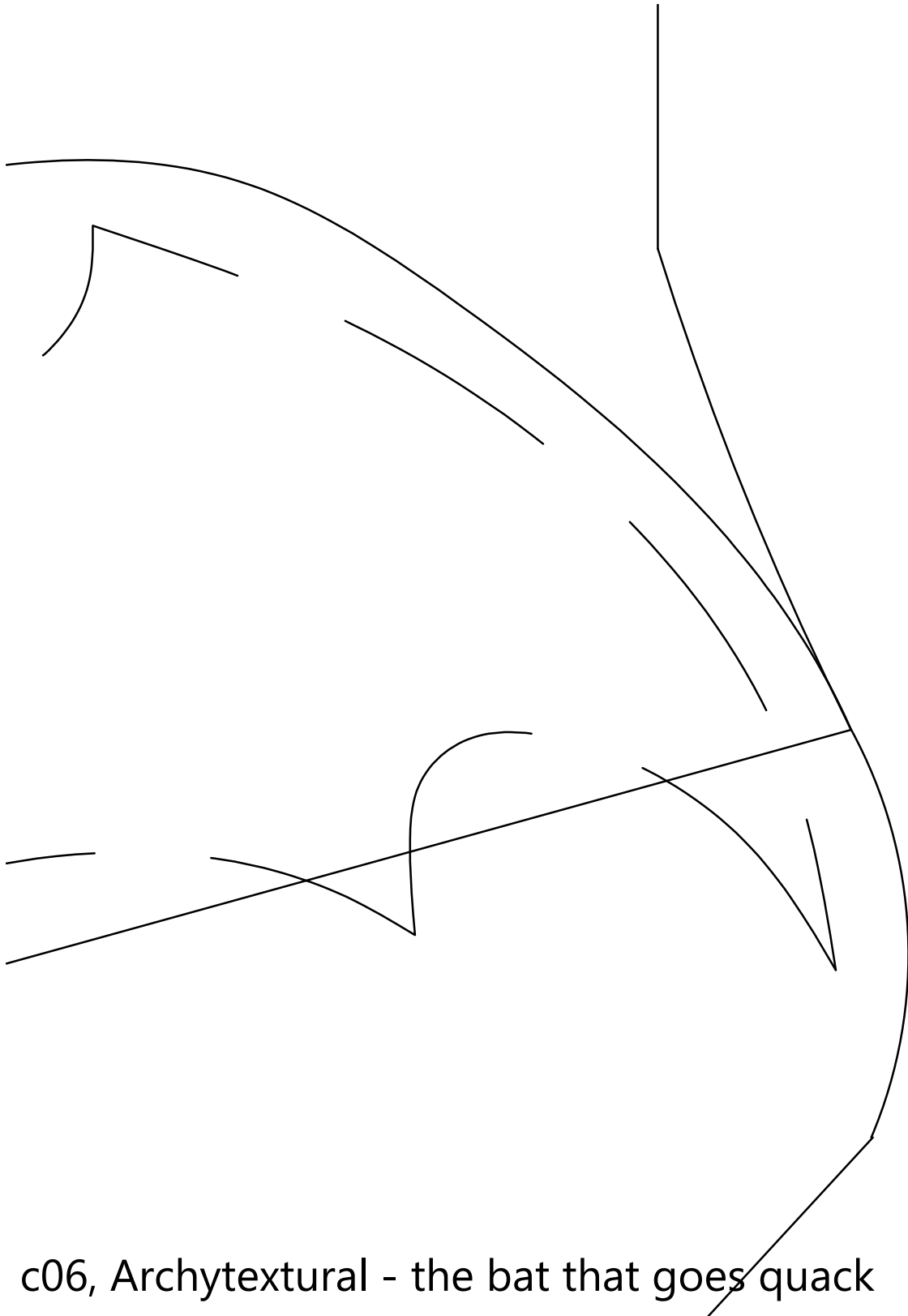
c03, Archytextural - the bat that goes quack



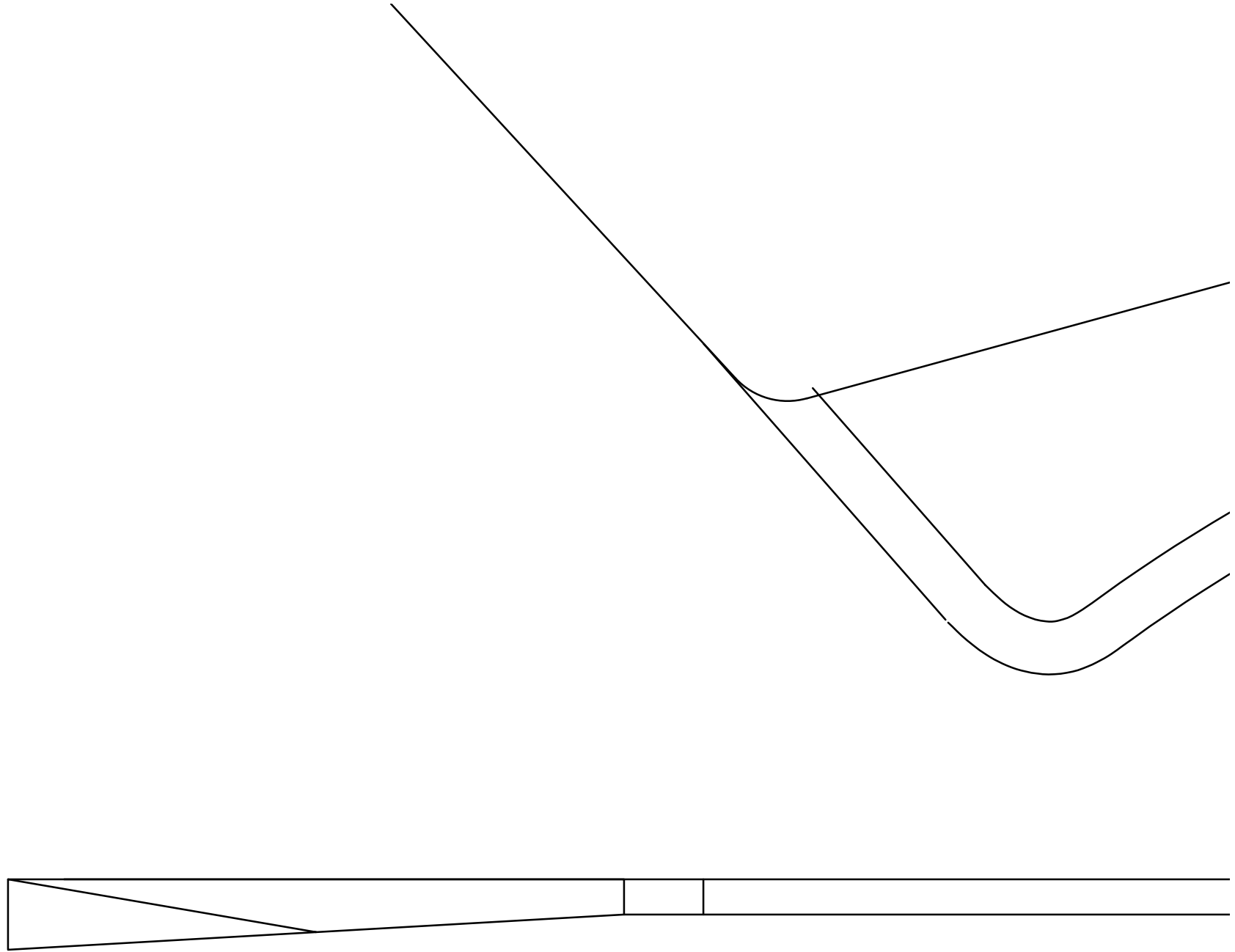
c04, Archytextural - the bat that goes quack



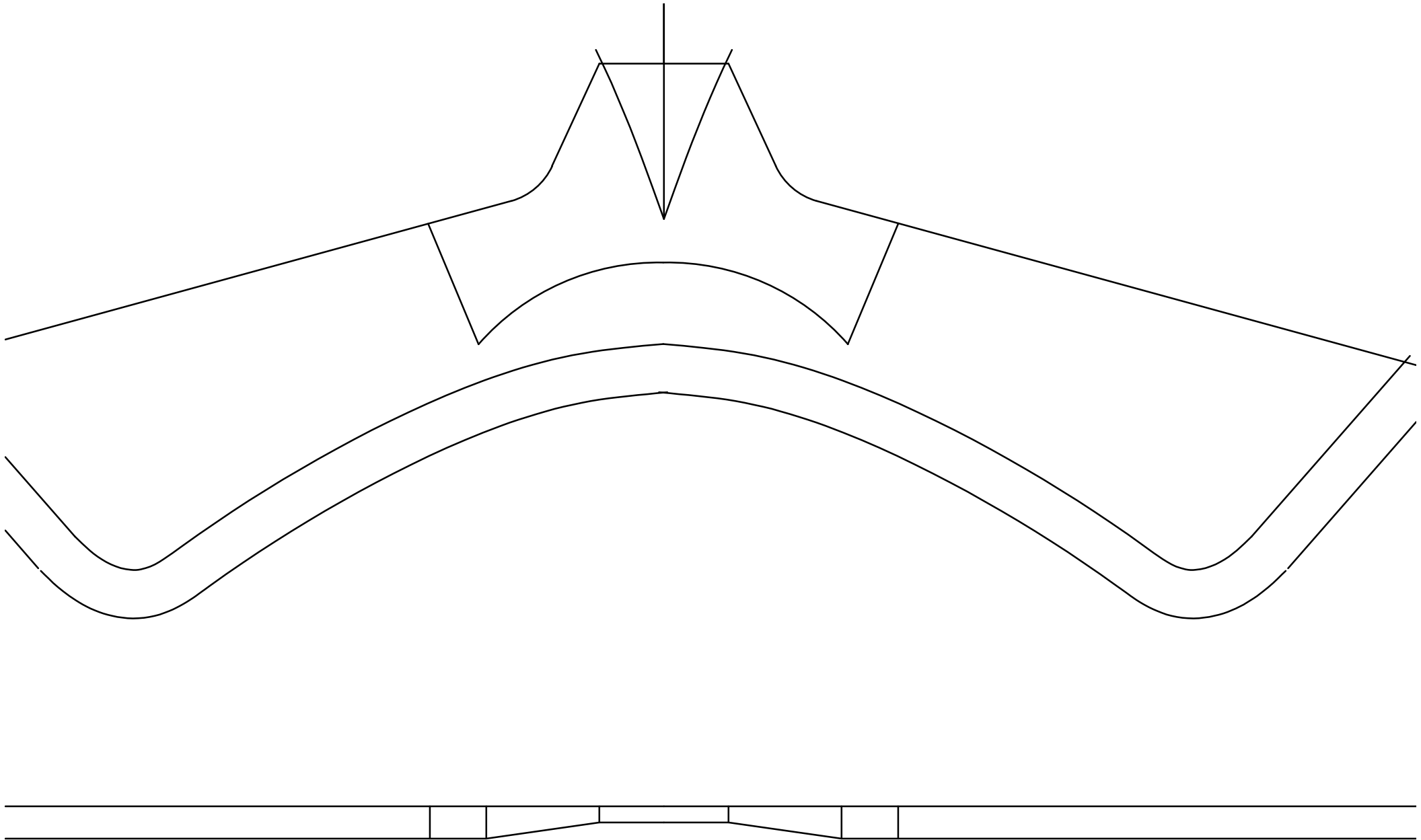
c05, Archytextural - the bat that goes quack



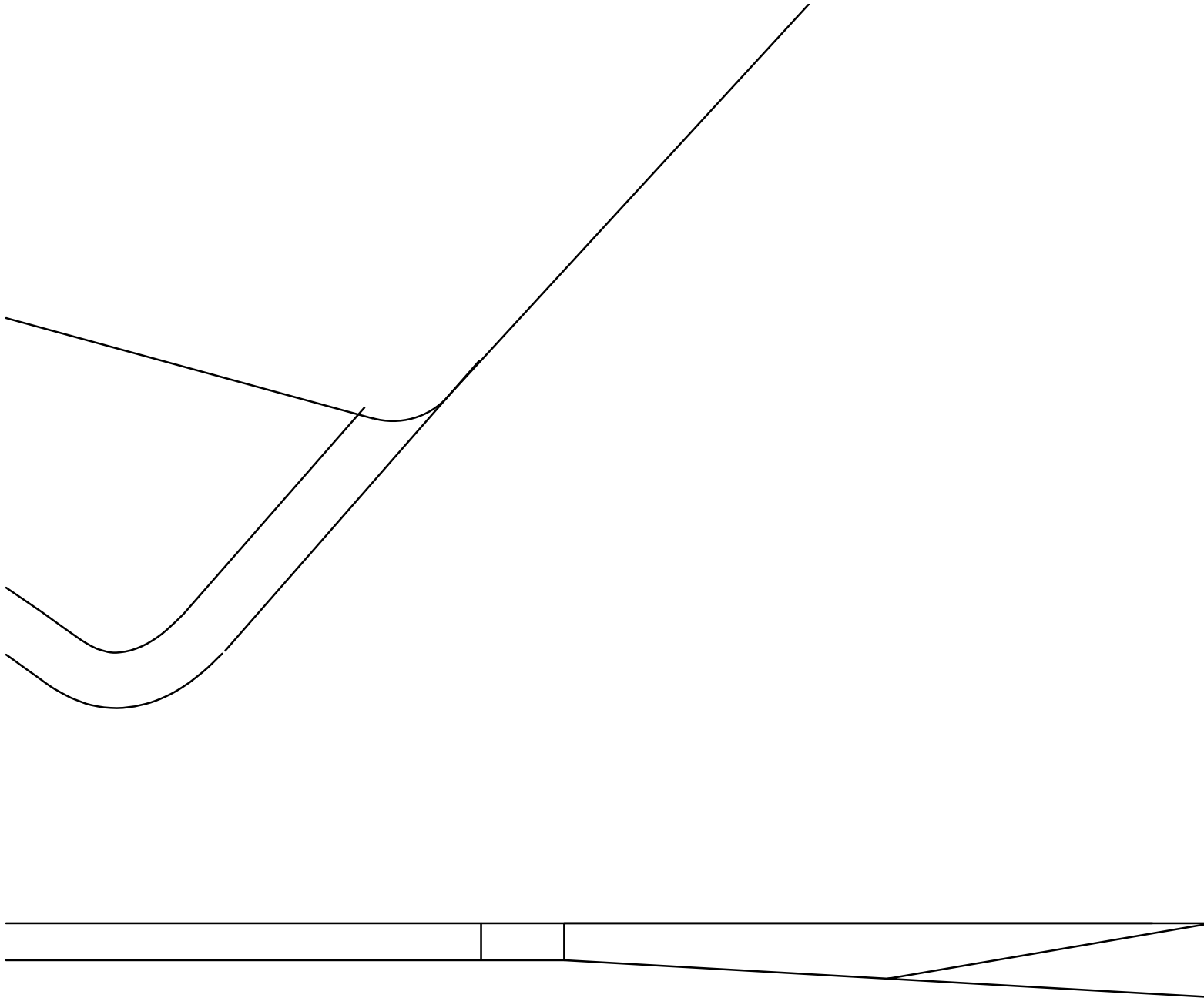
c06, Archytextural - the bat that goes quack



c07, Archytextural - the bat that goes quack



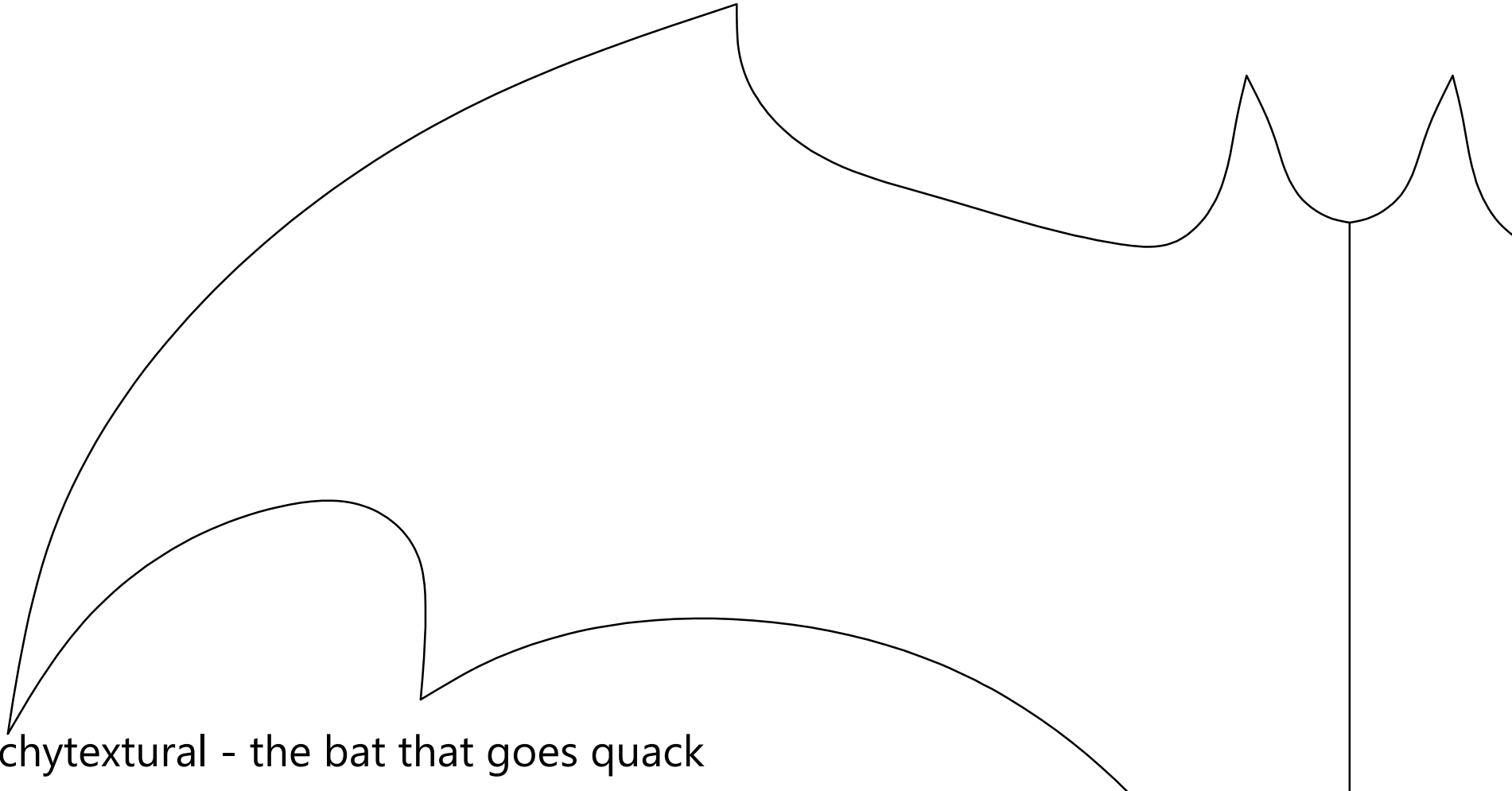
c08, Archytextural - the bat that goes quack

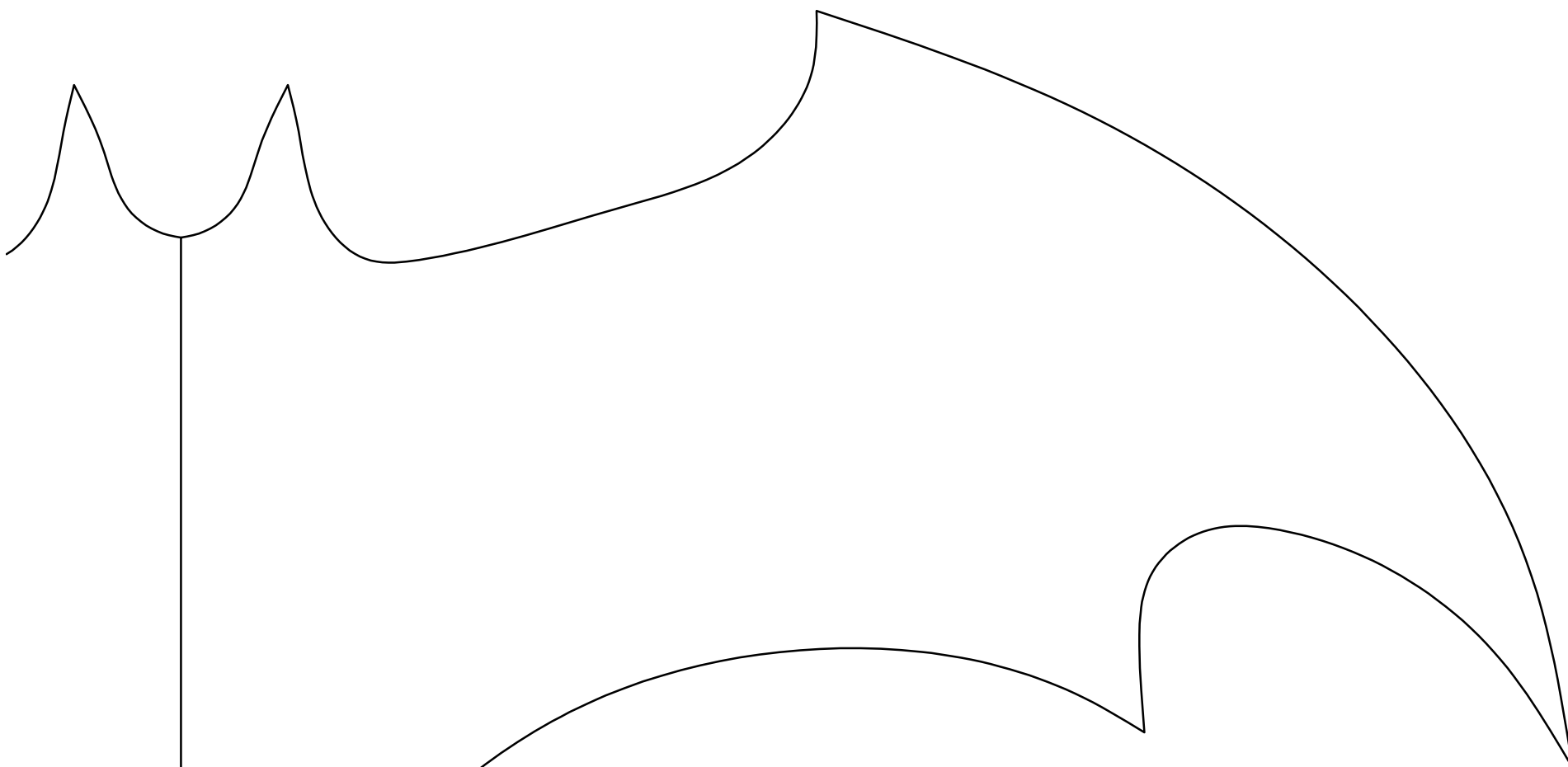


c09, Archytextural - the bat that goes quack



b01, Archytextural - the bat that goes quack

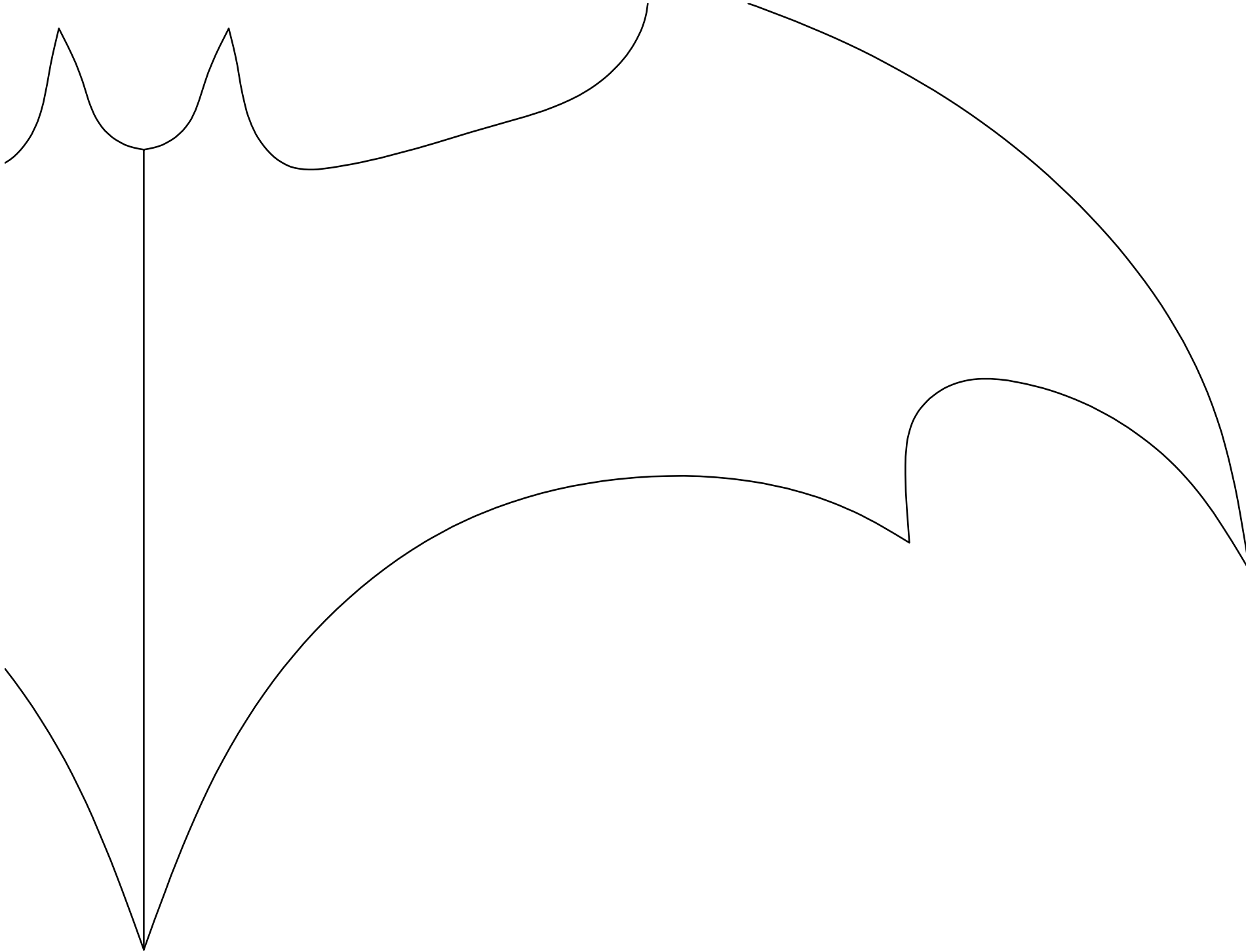




b02, Archytextural - the bat that goes quack



b03, Archytextural - the bat that goes quack



b04, Archytextural - the bat that goes quack