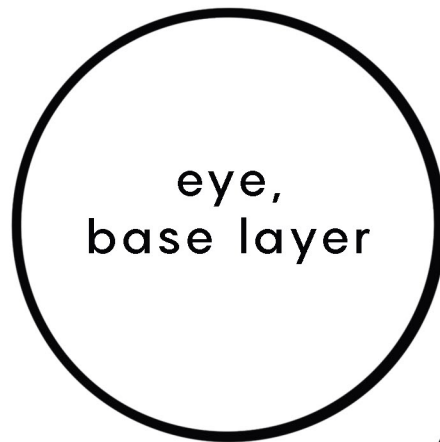


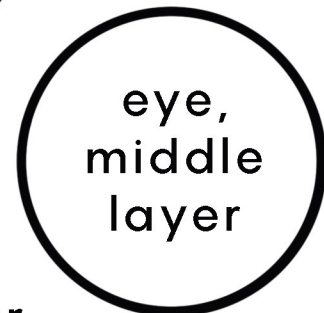
body x2



eye,  
base layer



horn x2



eye,  
middle  
layer

eye center

