



SIDE (FRONT) RENDERING





REAR RENDERING





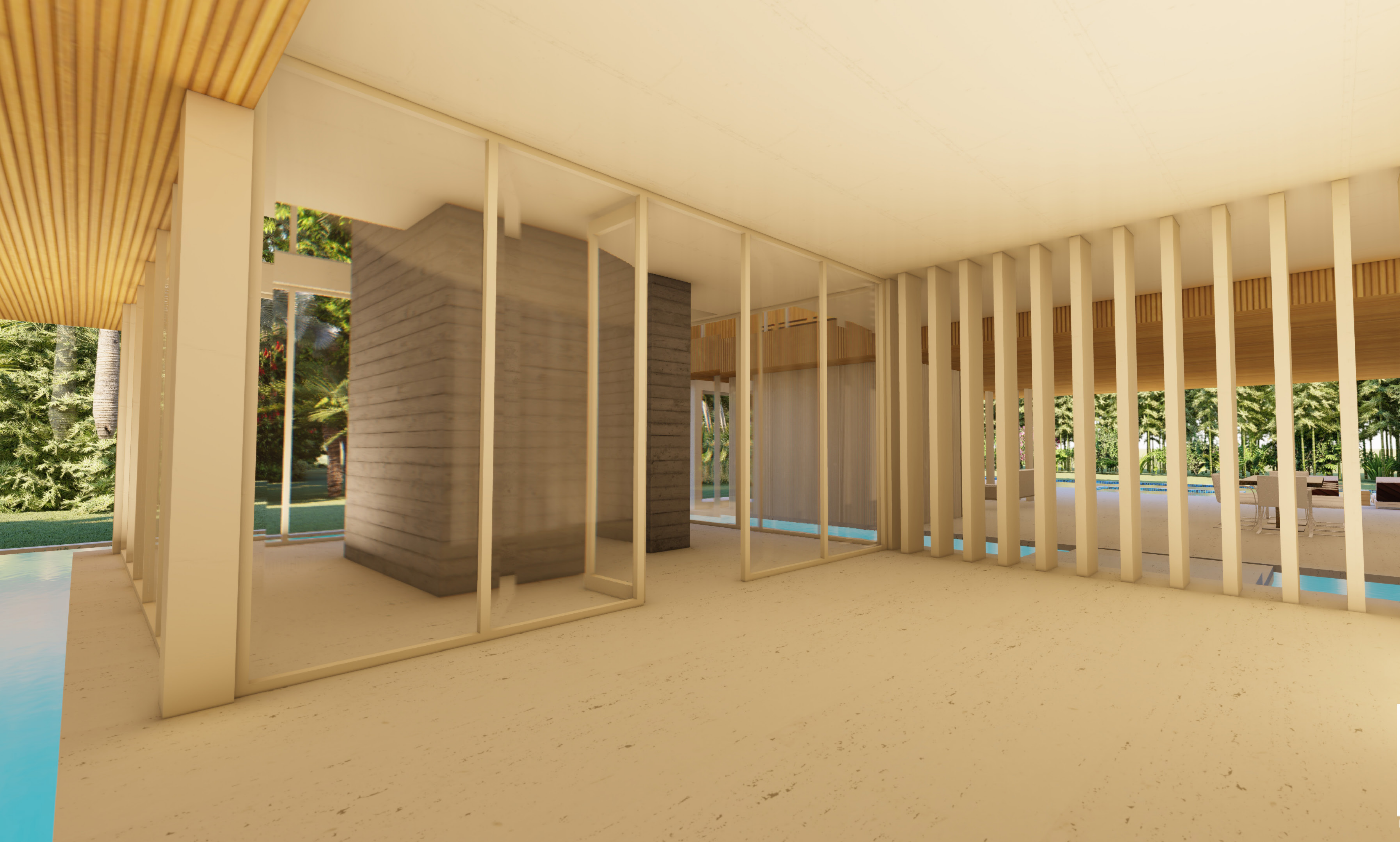
REAR (SIDE) RENDERING





FRONT (SIDE) RENDERING





UNDERSTORY RENDERING