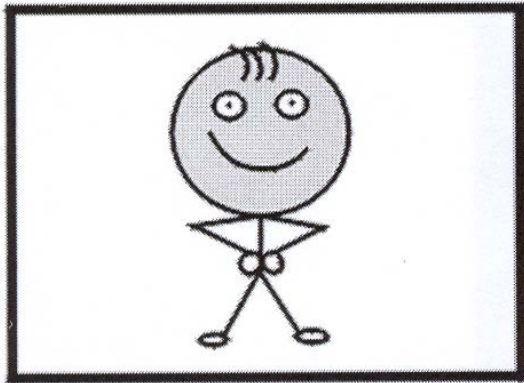
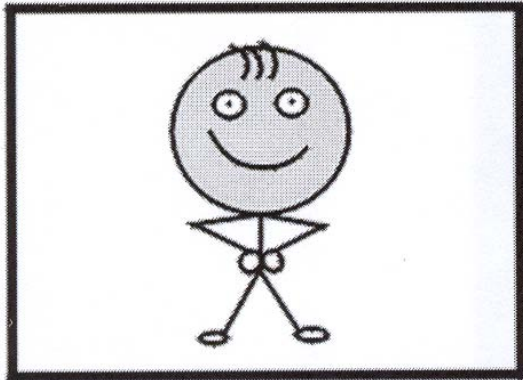


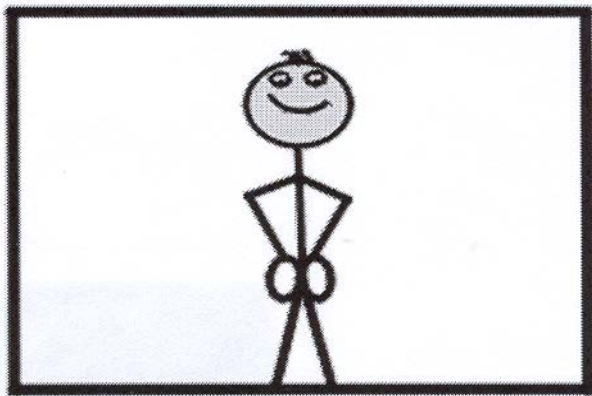
High Angle Shot (looking down)



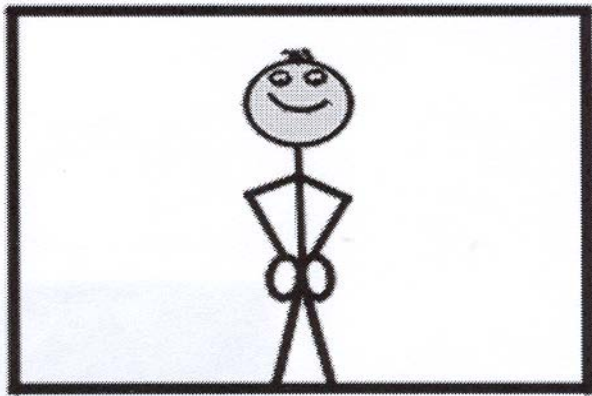
High Angle Shot (looking down)



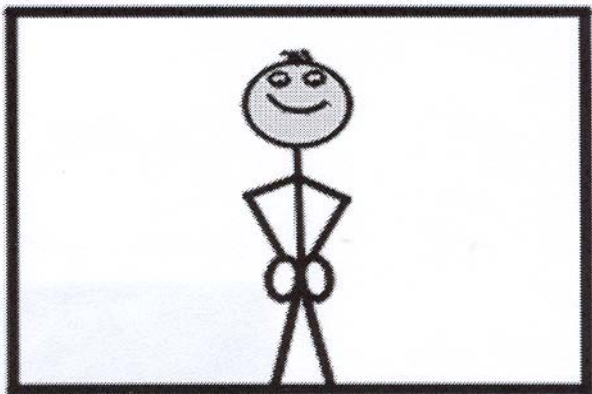
High Angle Shot (looking down)



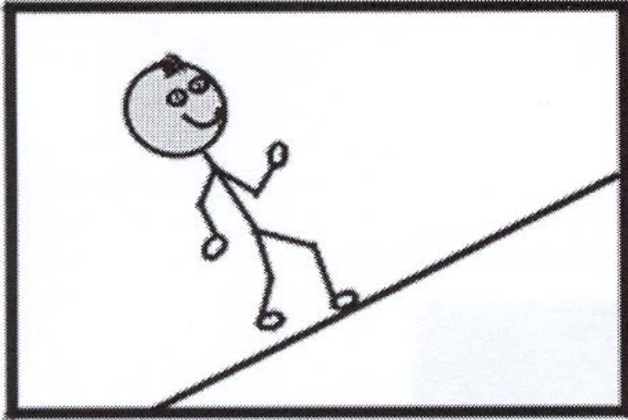
Low Angle Shot (looking up)



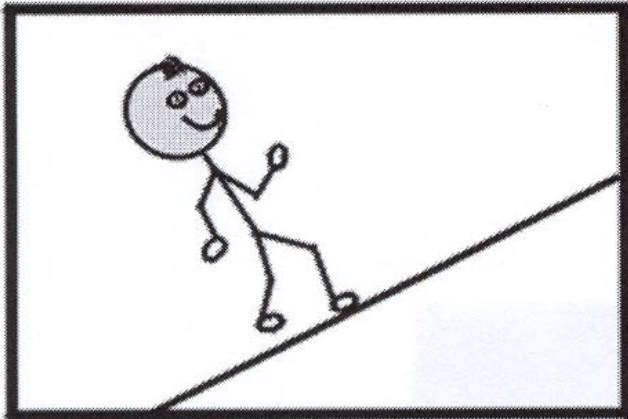
Low Angle Shot (looking up)



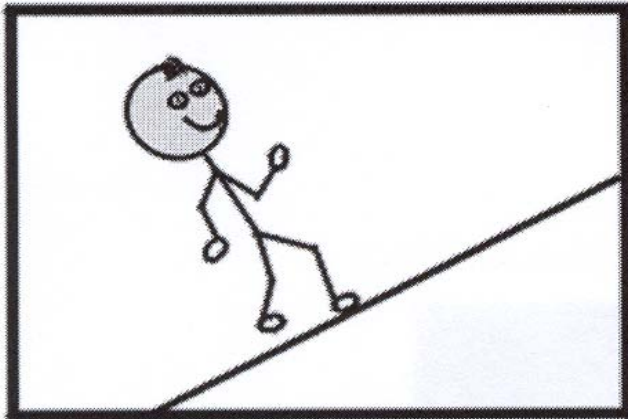
Low Angle Shot (looking up)



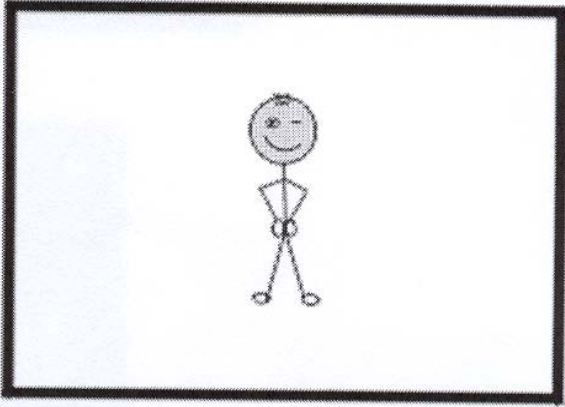
Tilted frame



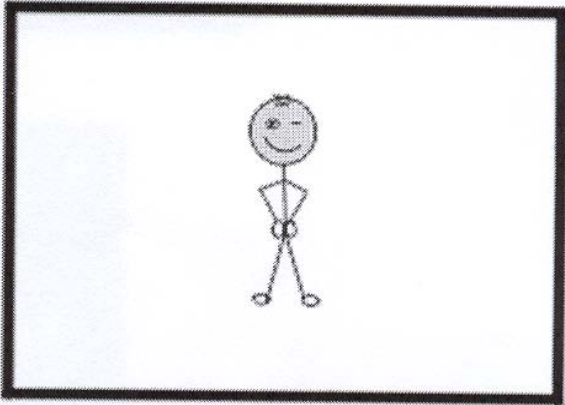
Tilted frame



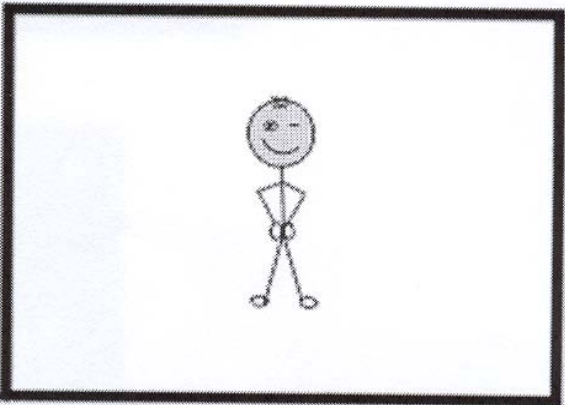
Tilted frame



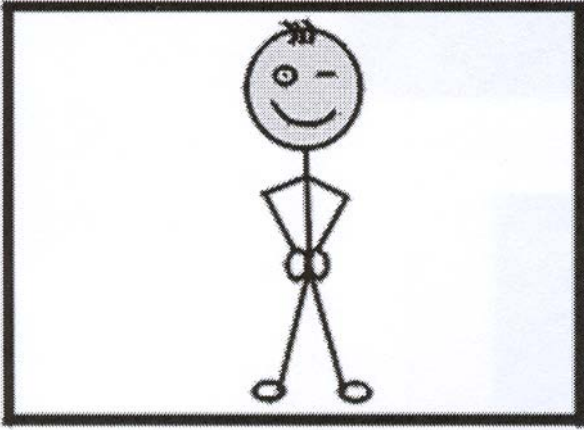
Very Long Shot (VLS)



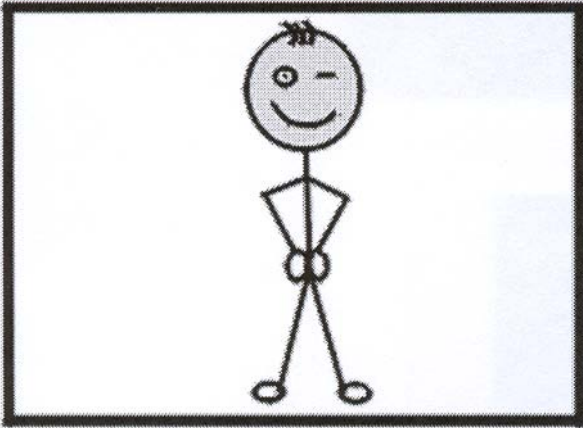
Very Long Shot (VLS)



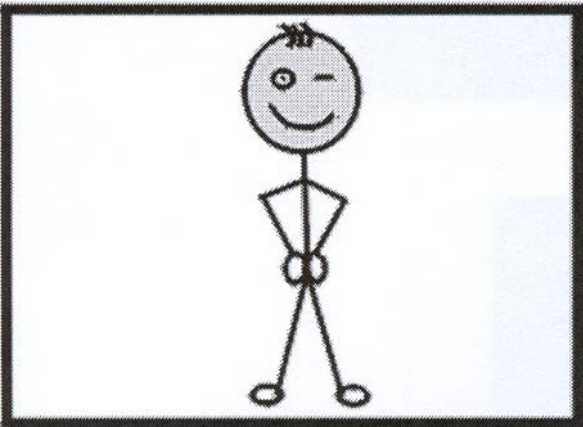
Very Long Shot (VLS)



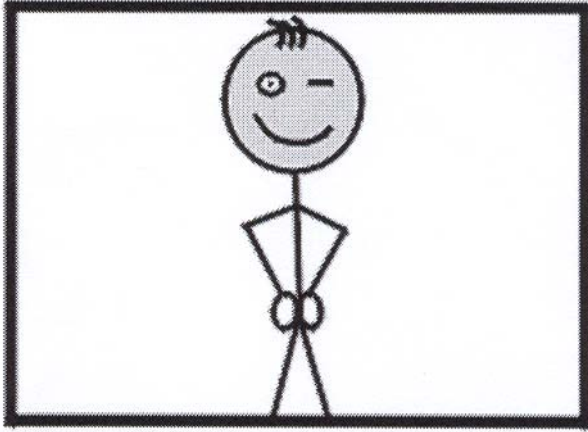
Long Shot (LS)



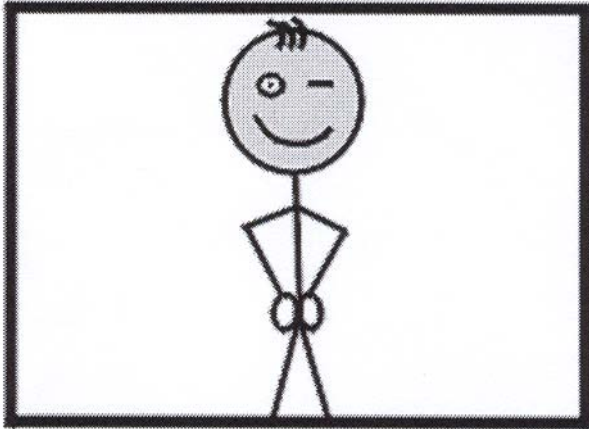
Long Shot (LS)



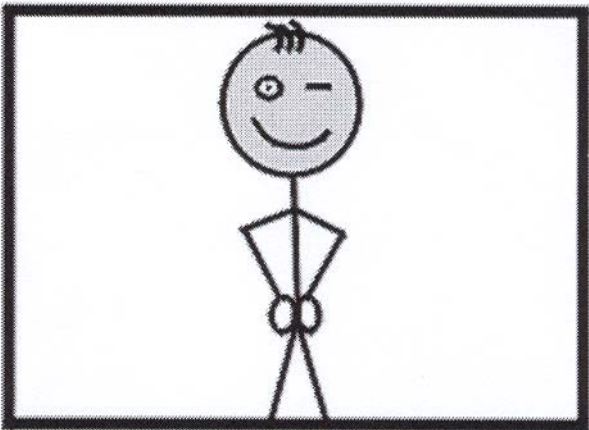
Long Shot (LS)



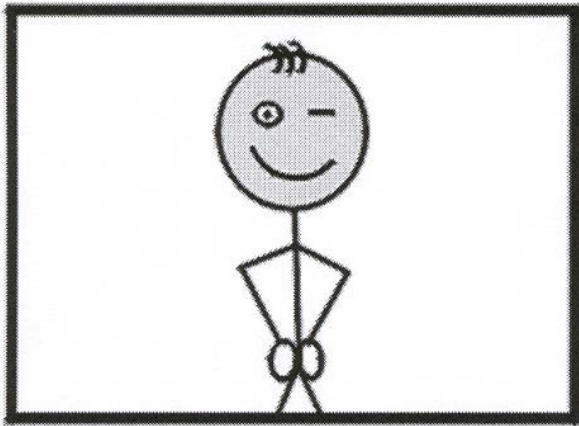
Medium Long Shot (MLS)



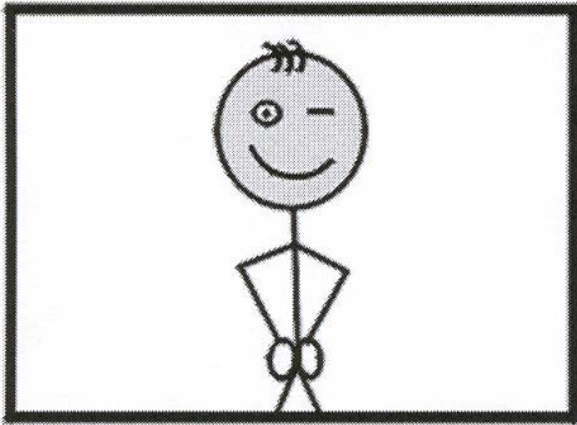
Medium Long Shot (MLS)



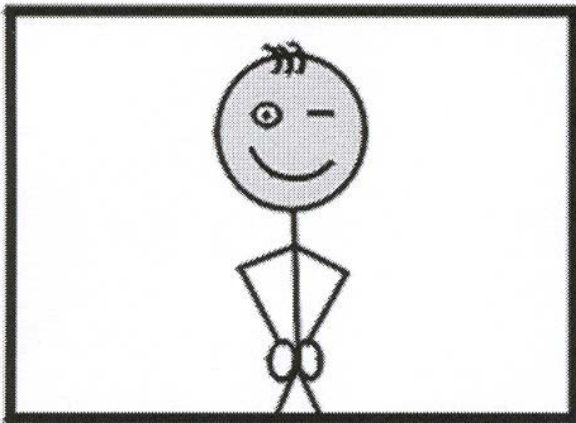
Medium Long Shot (MLS)



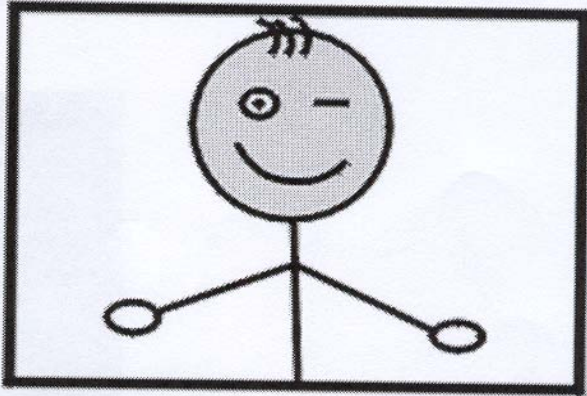
Medium Shot (MS)



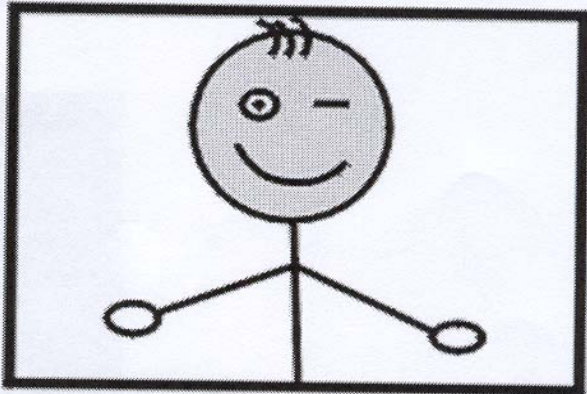
Medium Shot (MS)



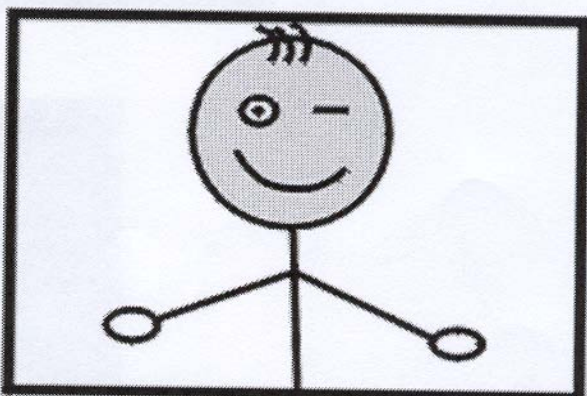
Medium Shot (MS)



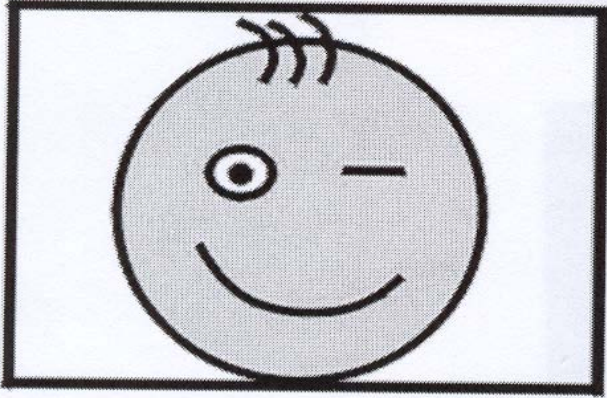
Medium Close-Up (MCU)



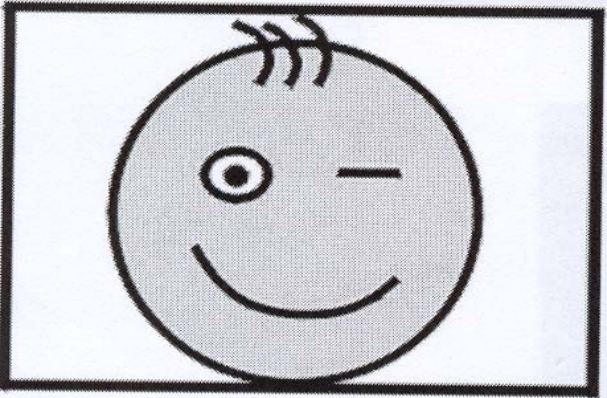
Medium Close-Up (MCU)



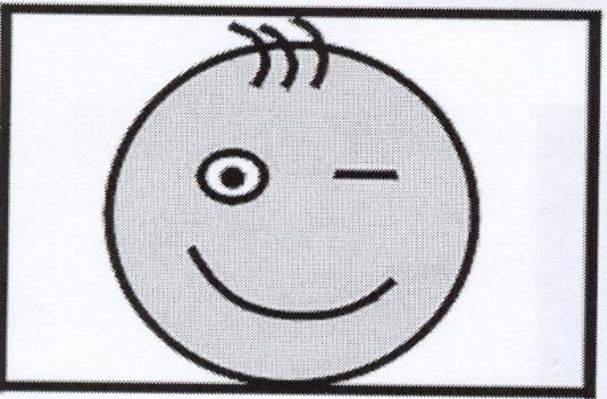
Medium Close-Up (MCU)



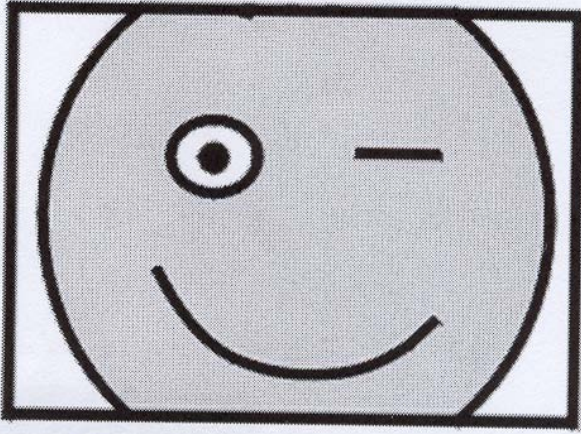
Close-Up (CU)



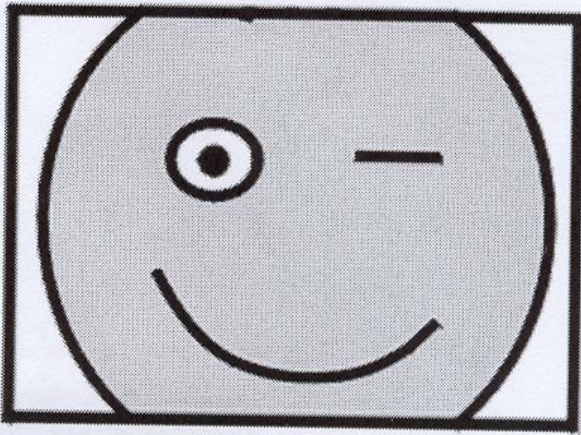
Close-Up (CU)



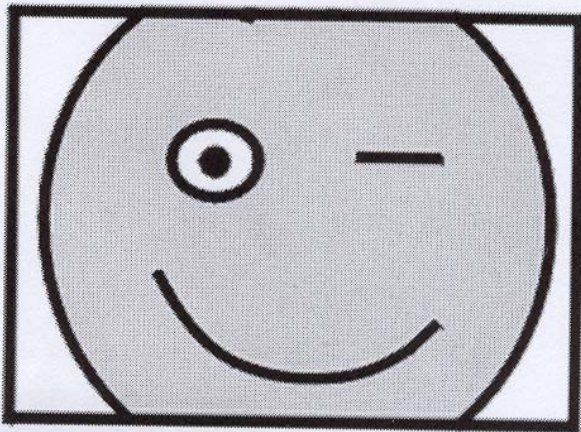
Close-Up (CU)



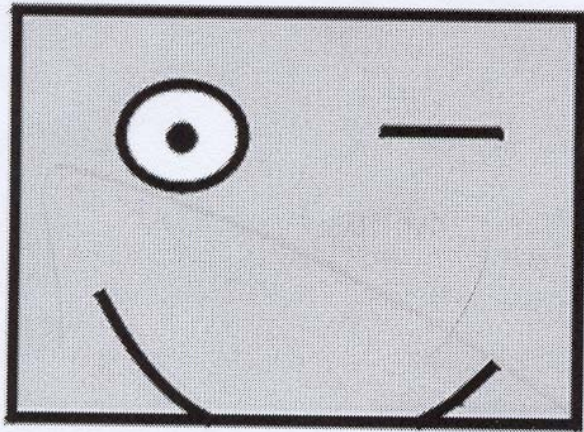
Big Close-Up (BCU)



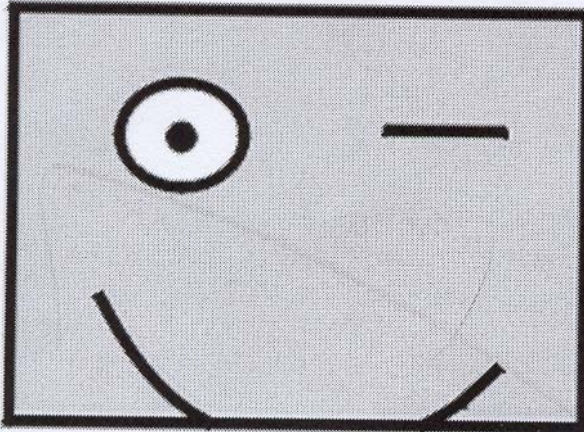
Big Close-Up (BCU)



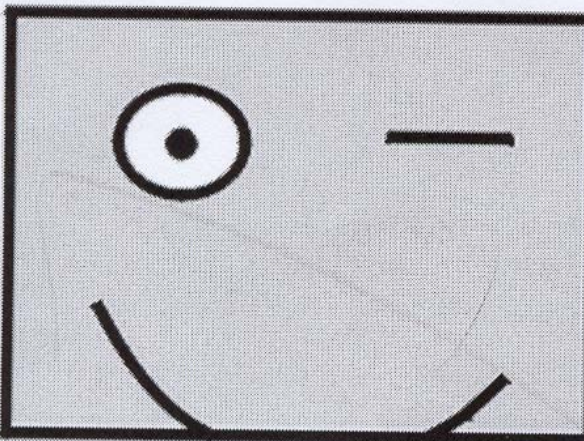
Big Close-Up (BCU)



Extreme Close-Up (ECU)



Extreme Close-Up (ECU)



Extreme Close-Up (ECU)