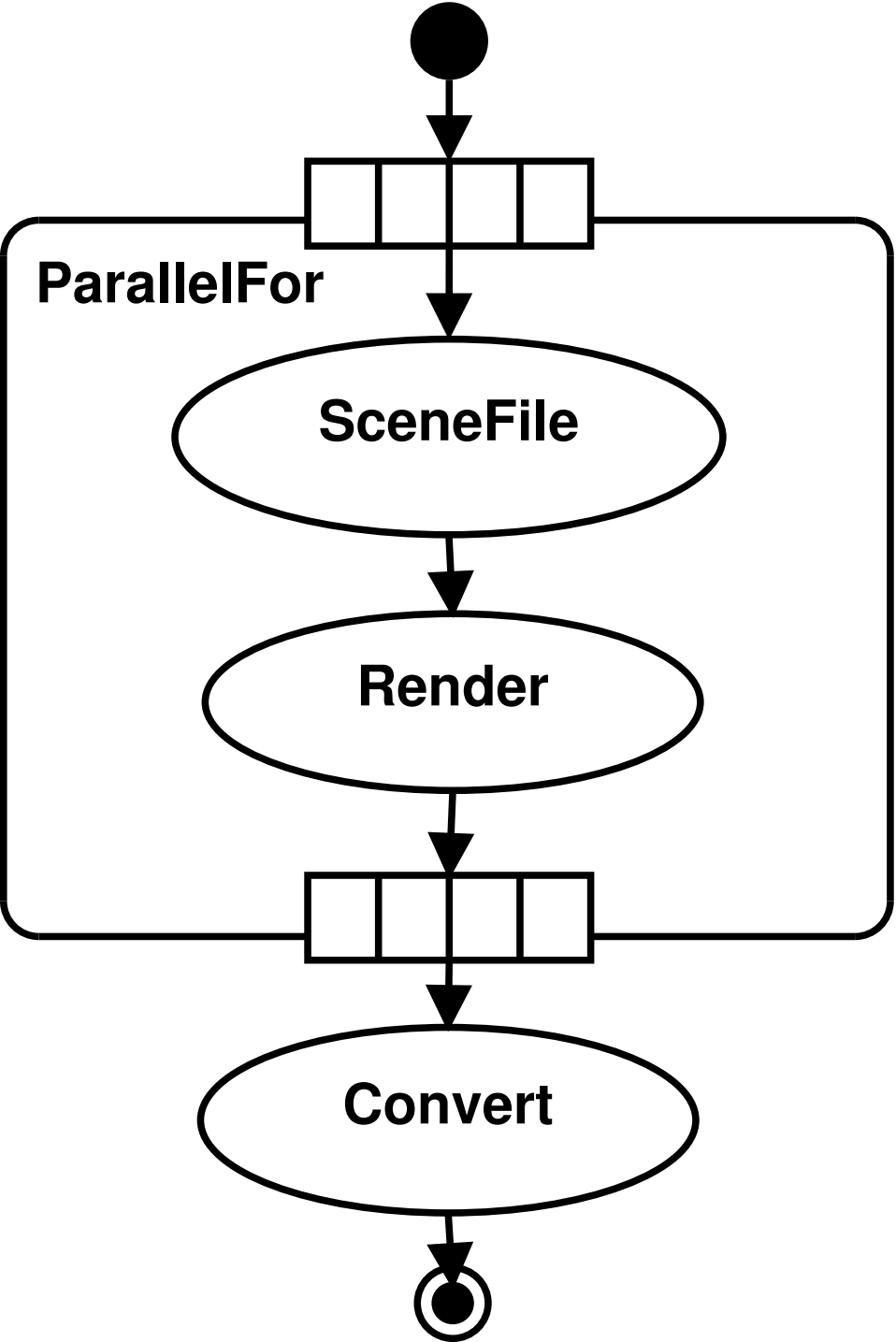

ParallelFor
SceneFile
Render
Convert