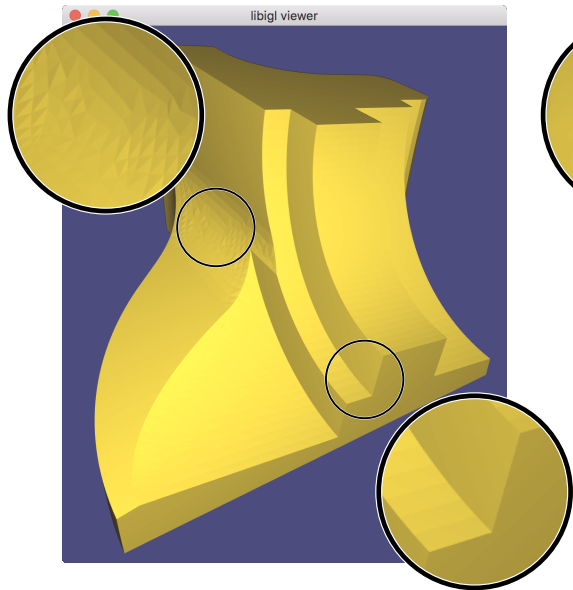
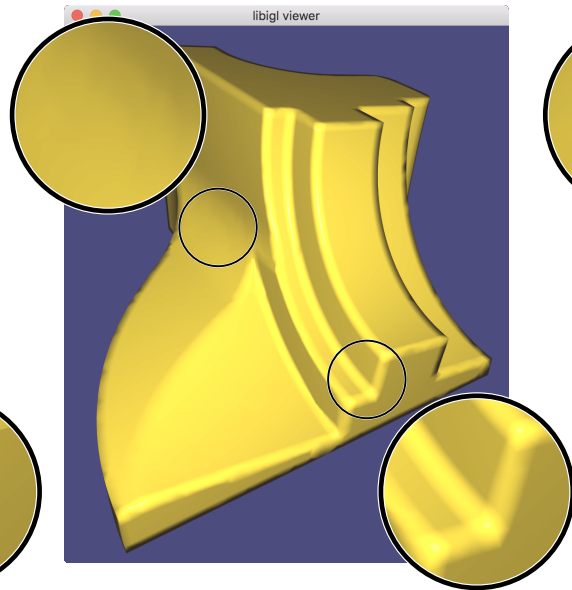


Per-face normals



Per-vertex normals



Per-corner normals

