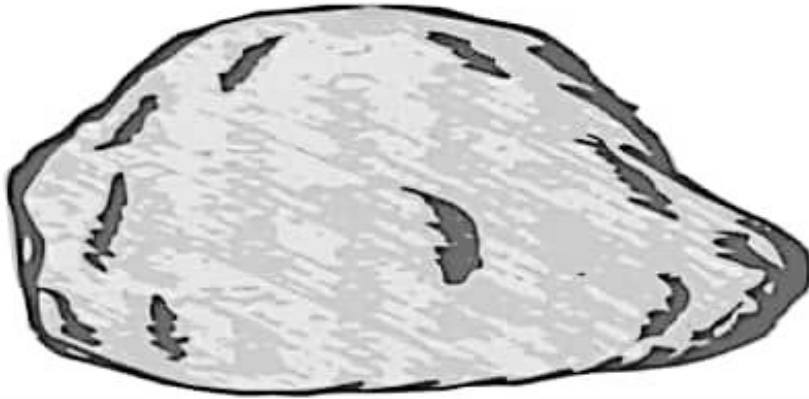


# hard



# soft



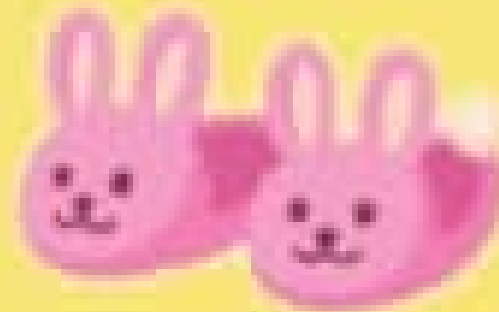
# smooth

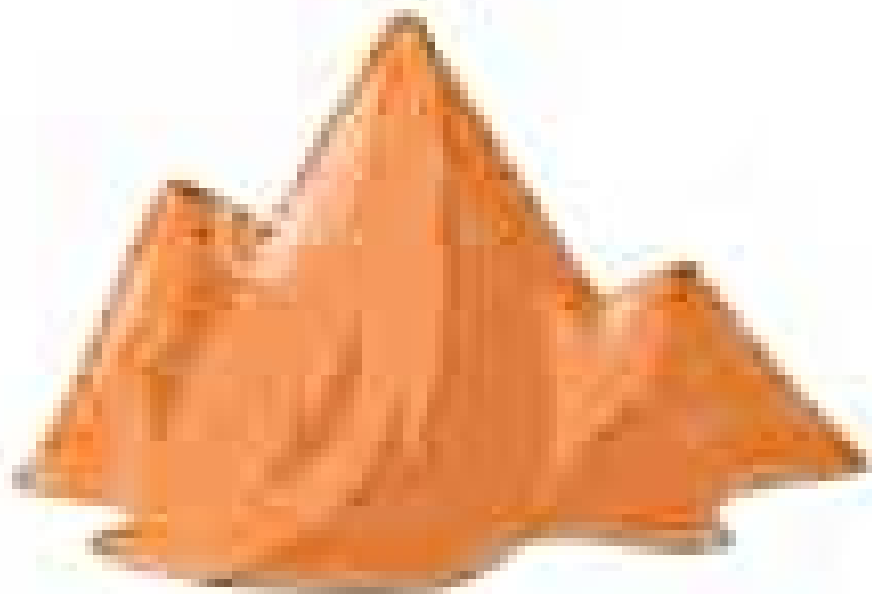


# HARD



# SOFT





**HARD**



**SOFT**

## Smooth Objects



# Smooth

