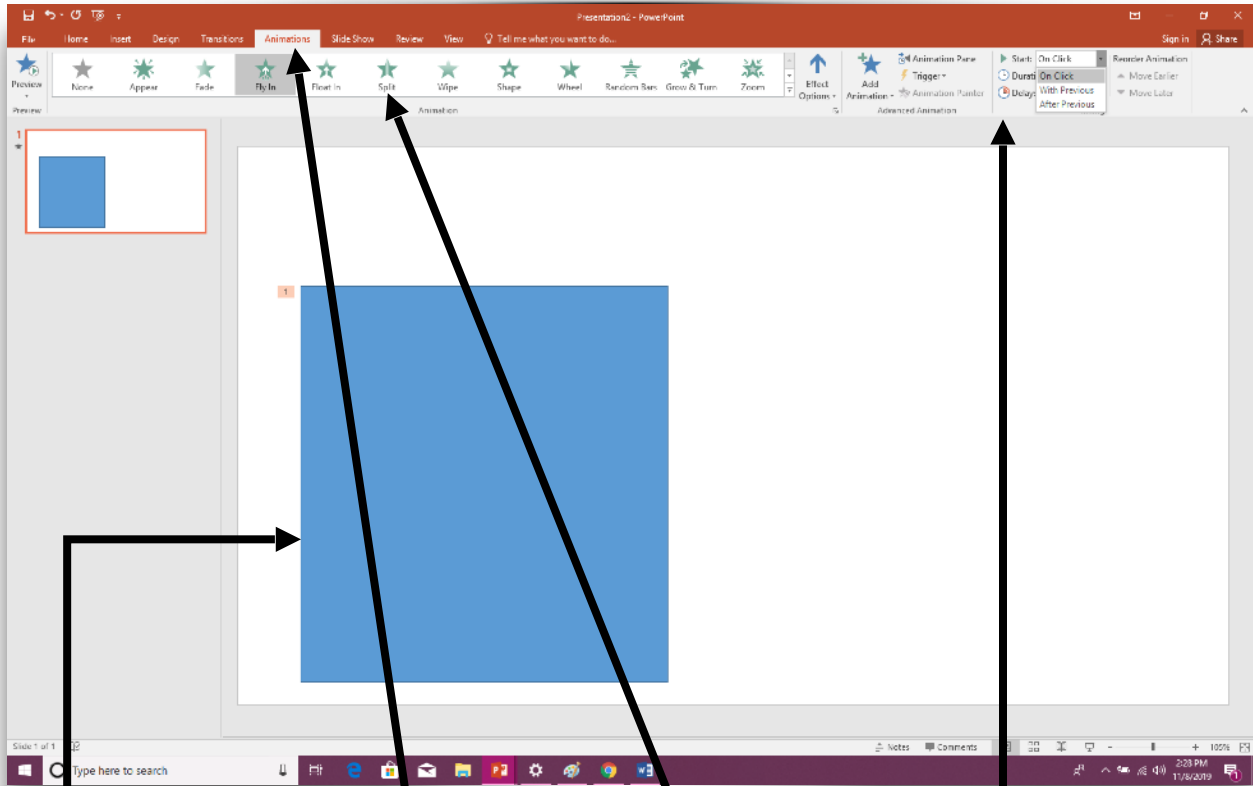


Animation timing and triggers



1

2

3

4

4a

