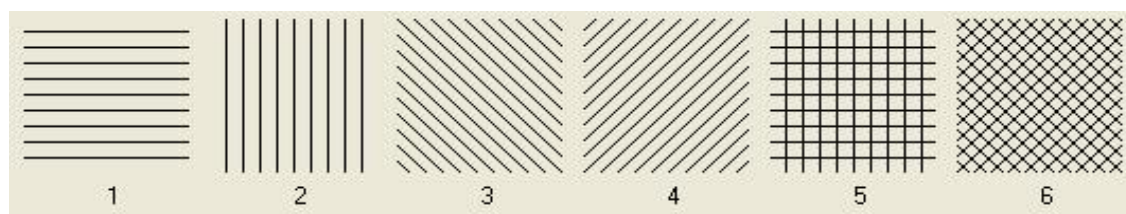
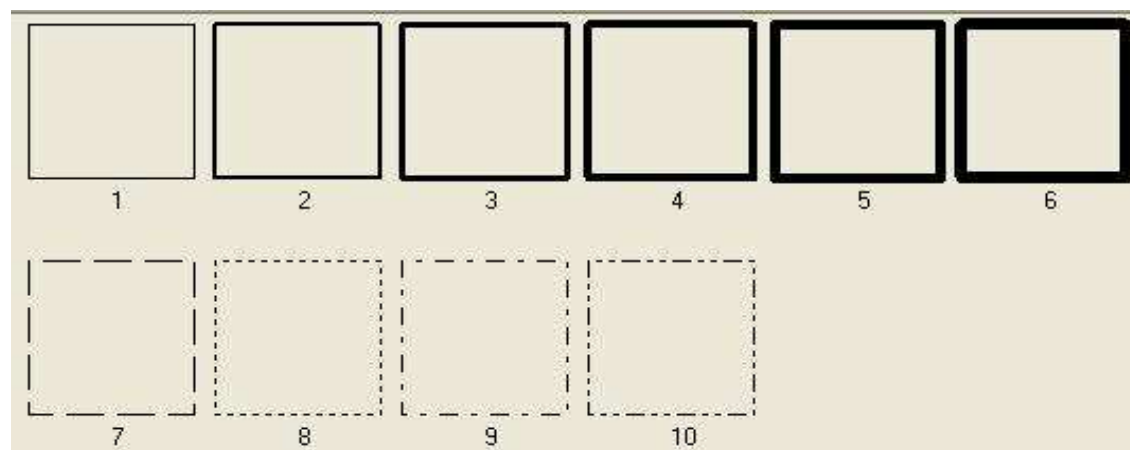


## Hachures



## Frontières



**Style = 16 x Hachures + Frontières**