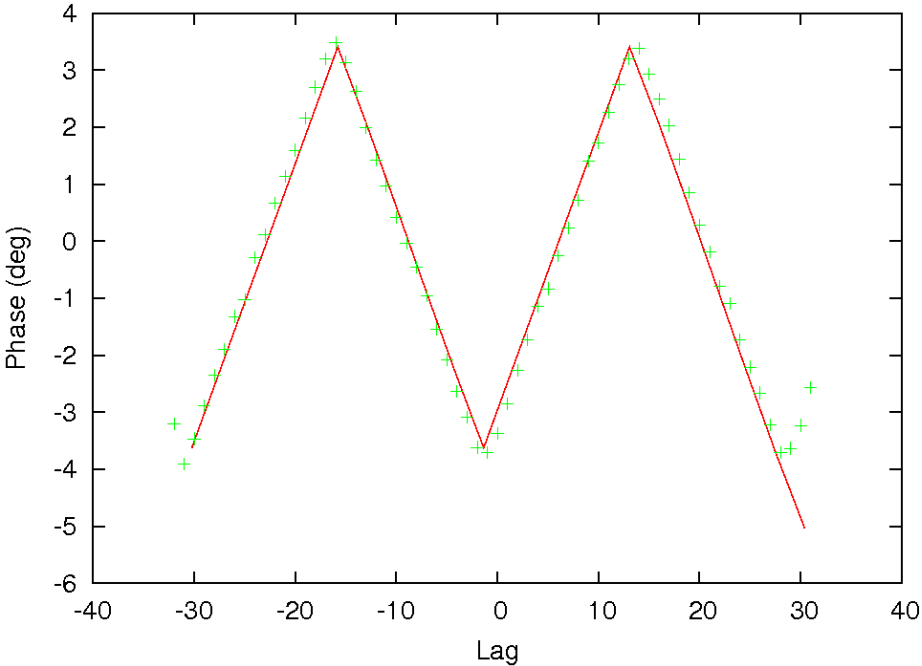
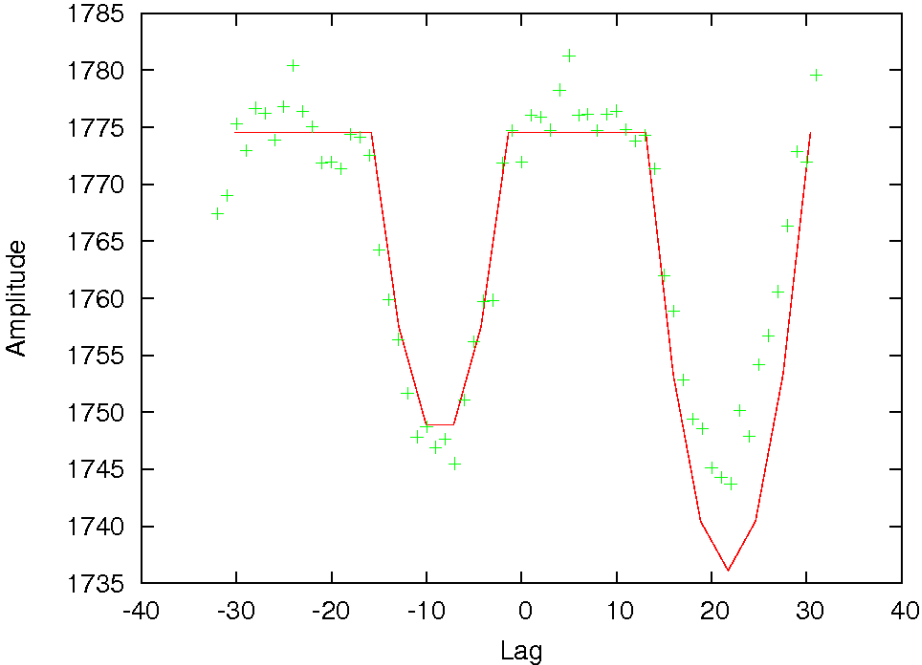


Splatter – m:n = 1:3



Wobbles - m:n = 1:5

