

DEVELOPMENT RENDER VS REALITY

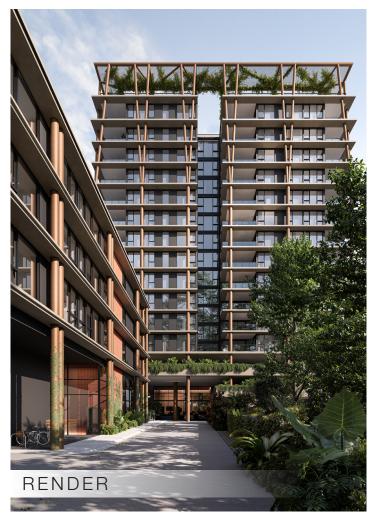








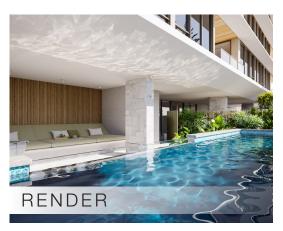
















































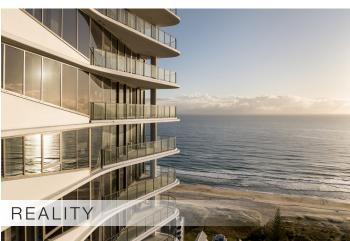




















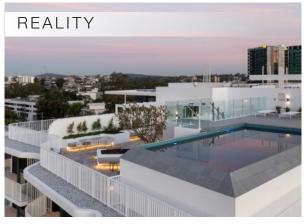


















































Completed December 2021





