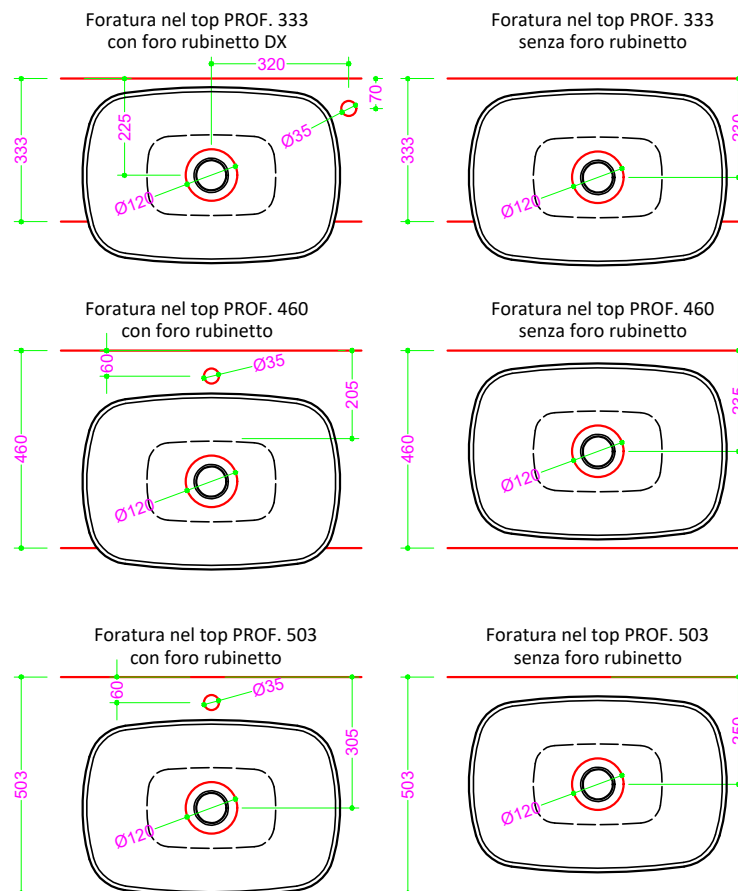
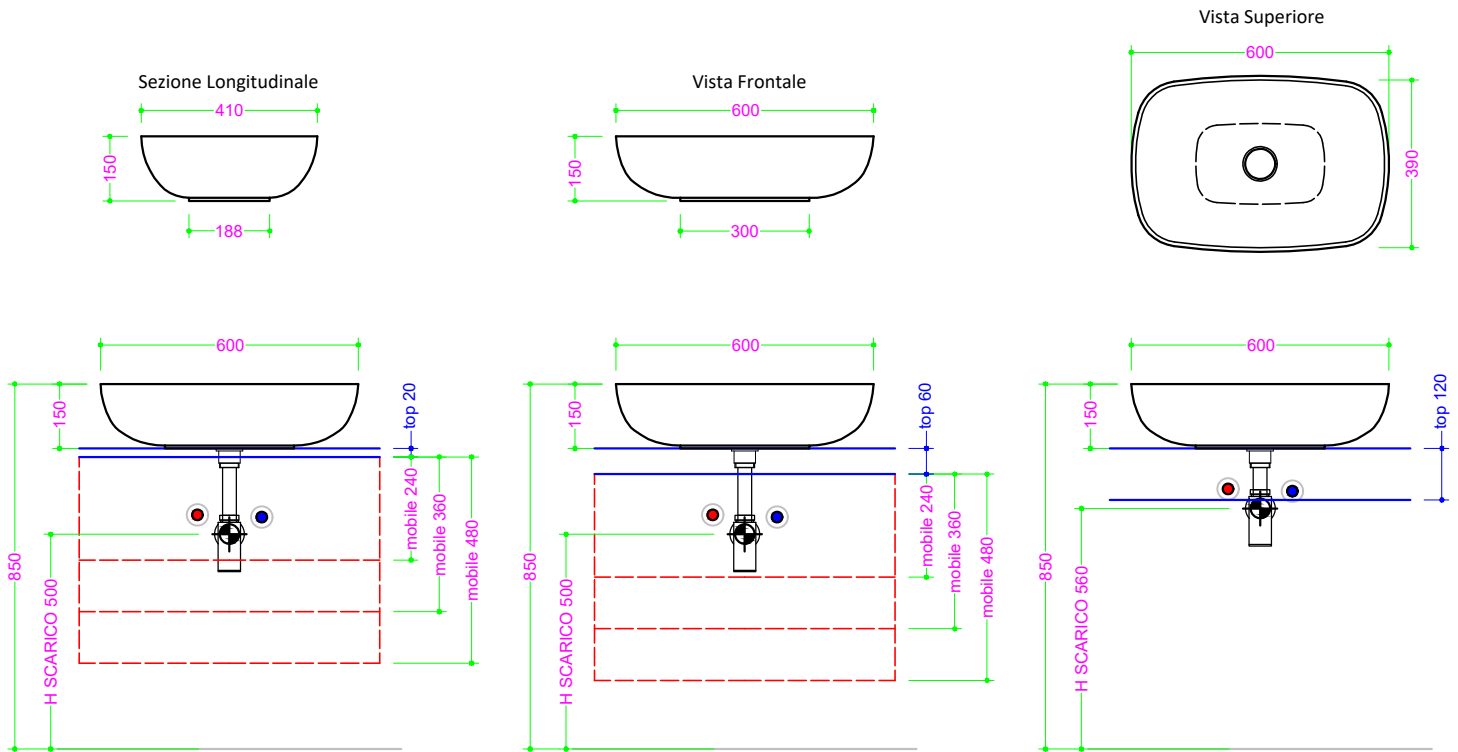


### SPACE - Solid Surface



Troppo pieno = NO