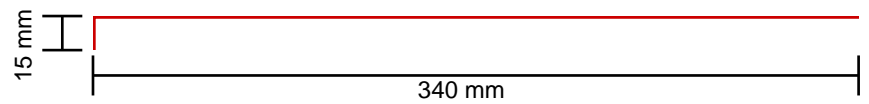


USE WORKAROUND



on both sides : Sublimation