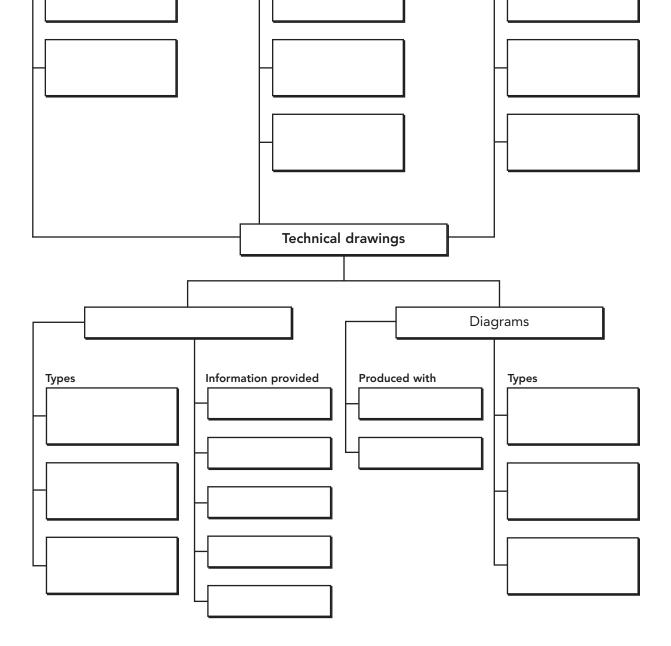
Ways of production



Norms used

Projections