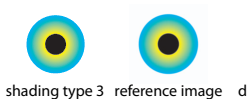
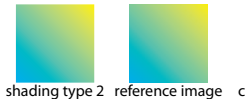


GWG 6.1 - Use of shadings



The shadings should look
like the reference image