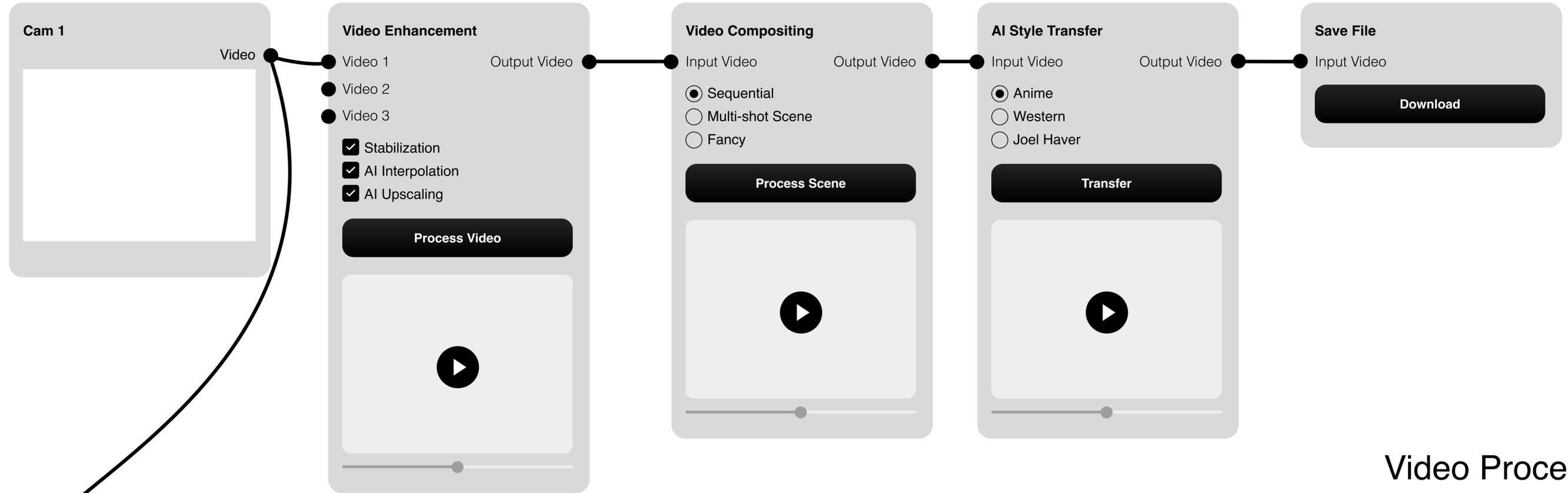


Camera Rig UI



Video Processing



Rig Movement