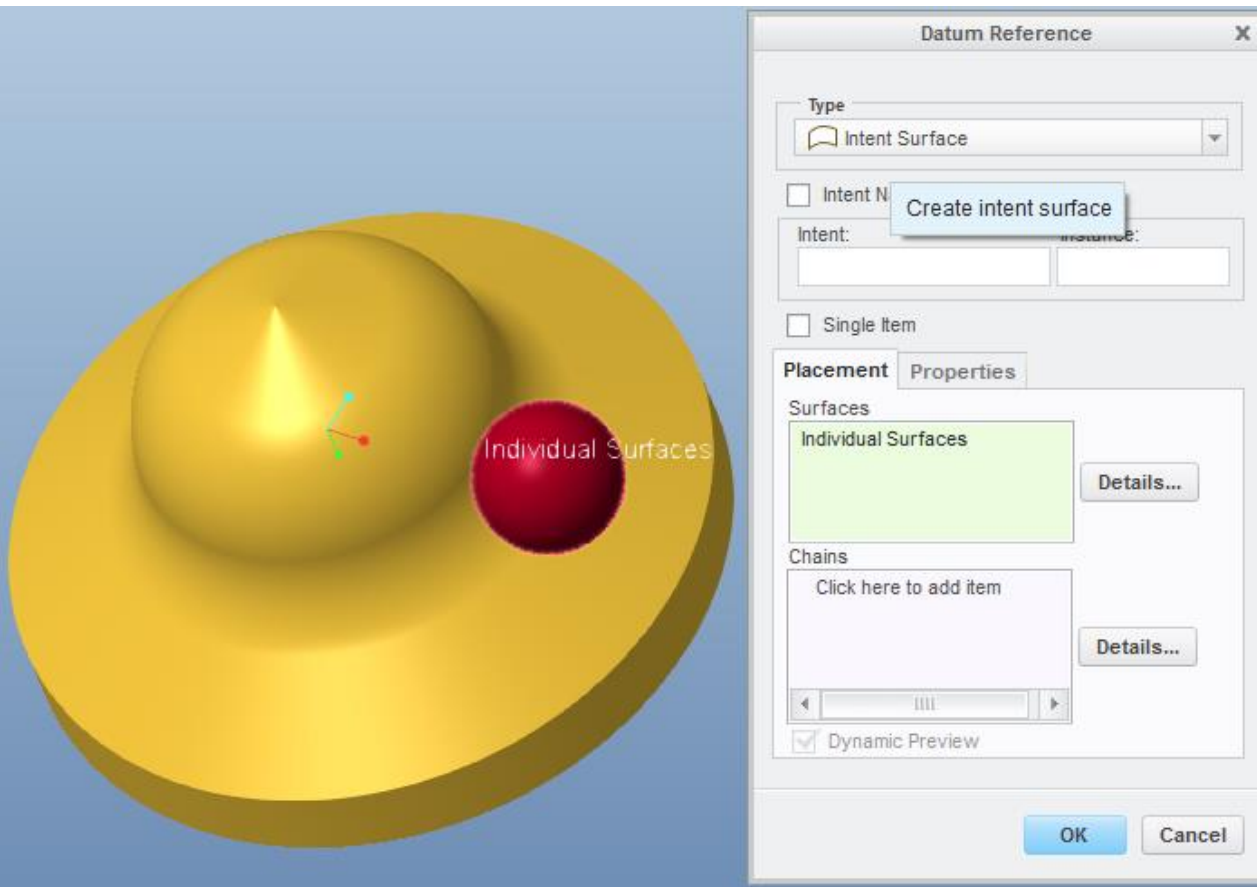
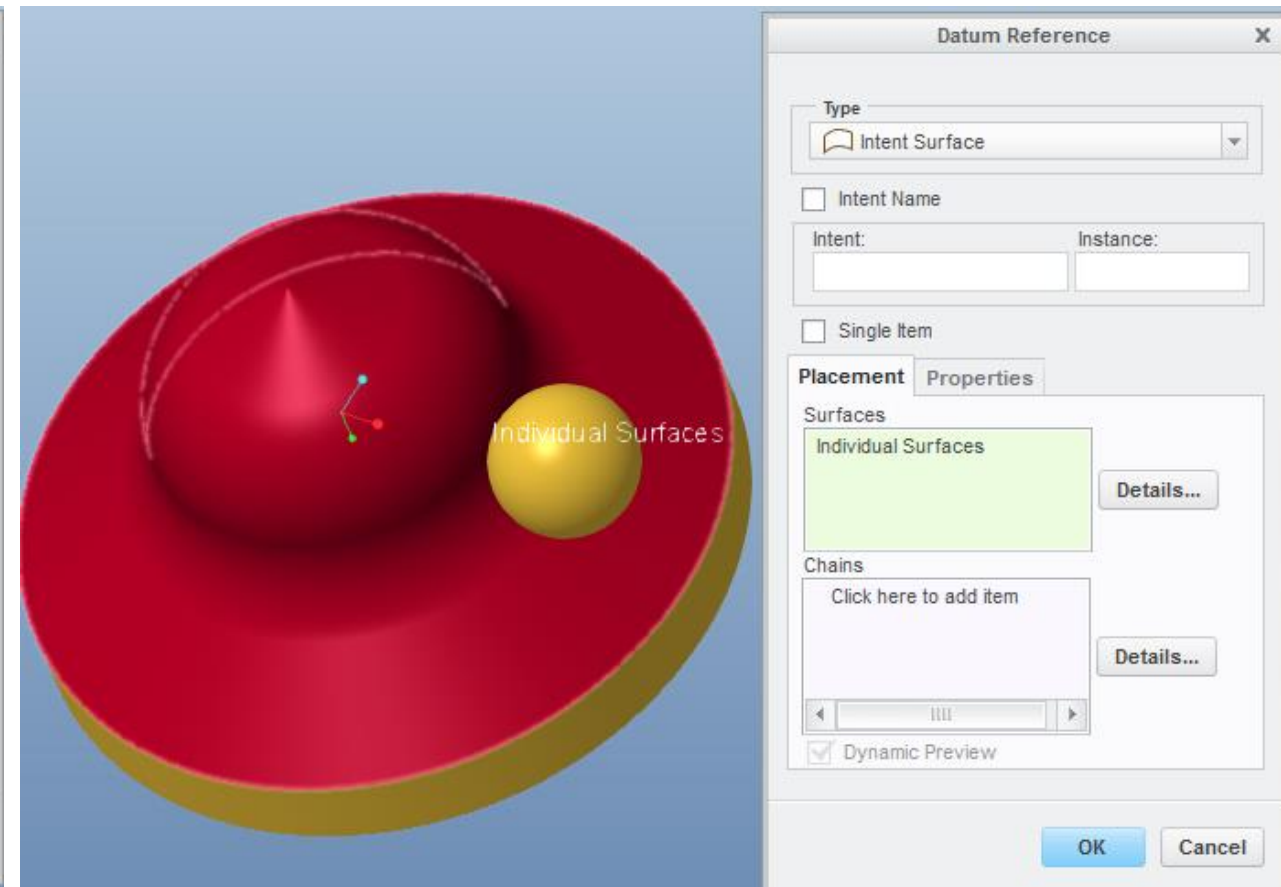


Add for the ball



Add again for the baase



You can see the features in the model tree

