

Blast_Door_01



Door_01



Door_02



Door_03



Door_04



Insert_01



Insert_02



Junction_01



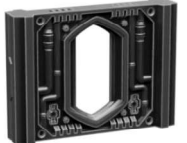
Junction_02



Wall_A_01



Wall_A_02



Wall_A_03



Wall_A_04



Wall_A_05



Wall_A_06



Wall_A_07



Wall_A_08



Wall_A_09



Wall_A_10



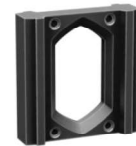
Wall_A_11



Wall_A_12



Wall_B_01



Wall_B_02



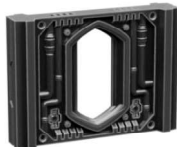
Wall_B_03



Wall_A_01 (back)



Wall_A_02 (back)



Wall_A_03 (back)



Wall_A_04 (back)



Wall_A_05 (back)



Wall_A_06 (back)



Wall_A_07 (back)



Wall_A_08 (back)



Wall_A_09 (back)



Wall_A_10 (back)



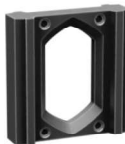
Wall_A_11 (back)



Wall_A_12 (back)



Wall_B_01 (back)



Wall_B_02 (back)



Wall_B_03 (back)