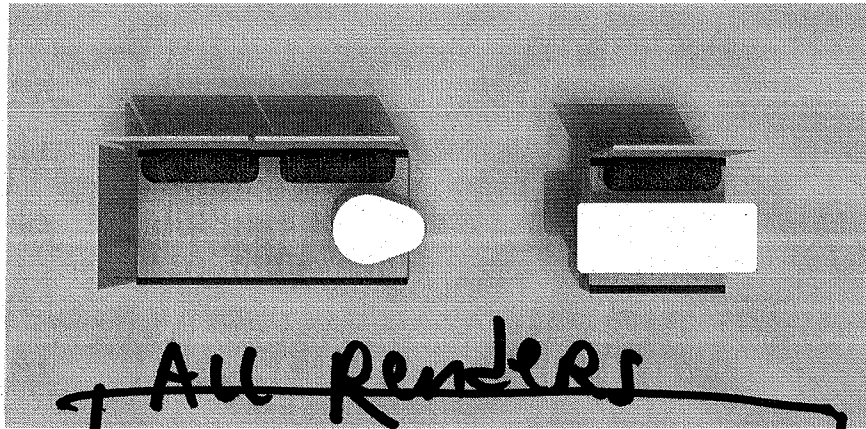
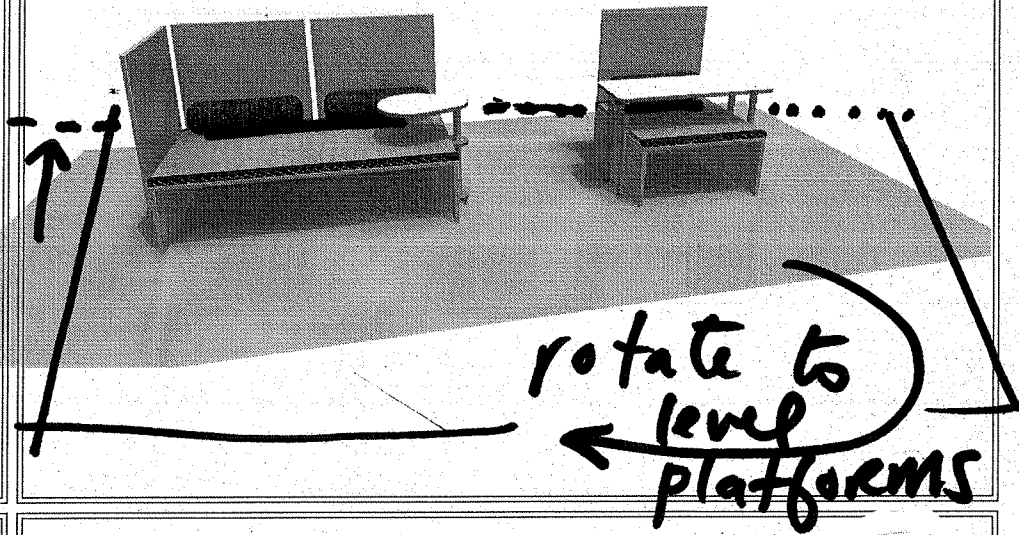


① PLAN



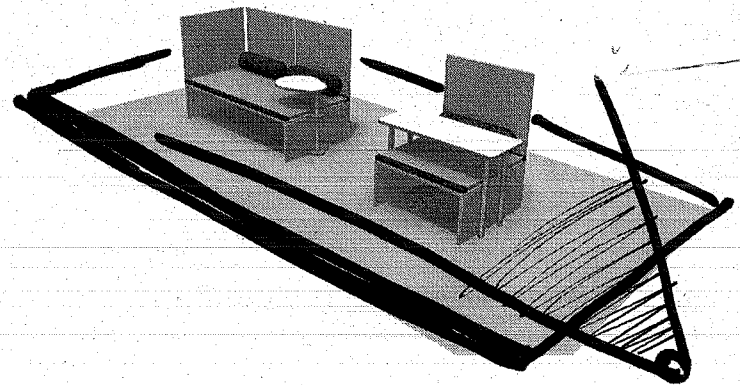
All renders
provide with +
without pillows

②



③

lower
cam/eye level



move
camera to right