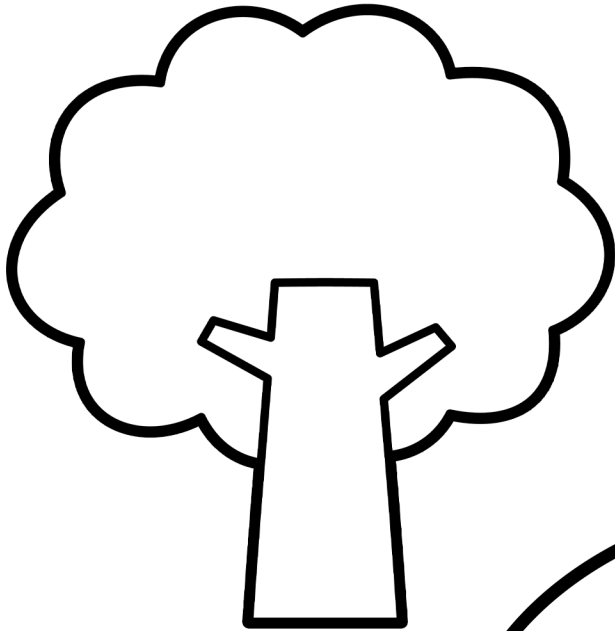
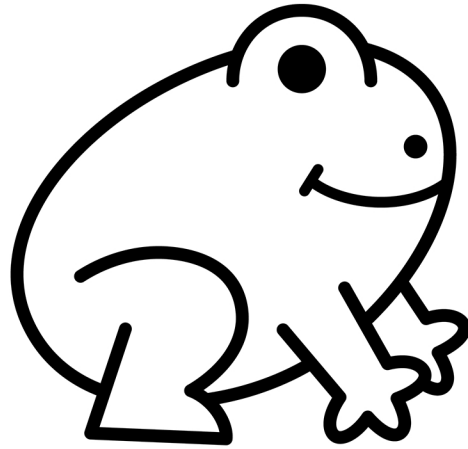
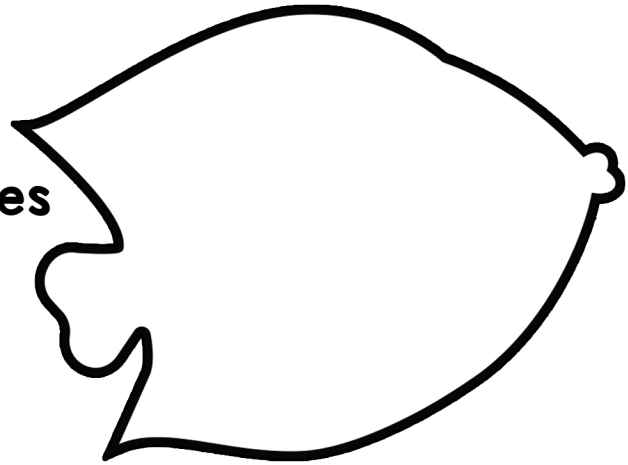


Draw the textures onto the object.

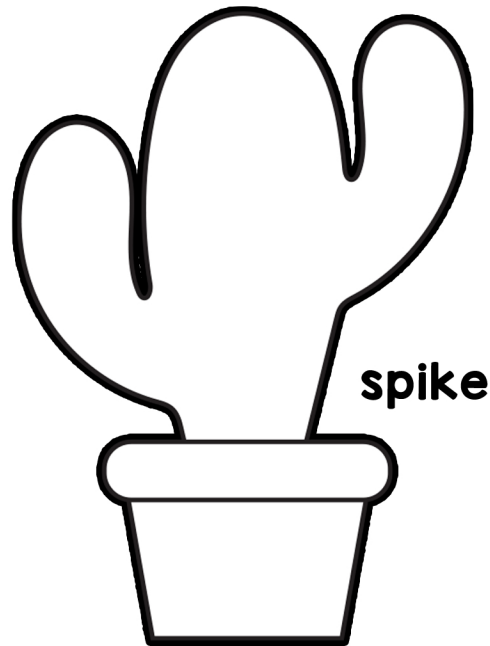


**Wood
grain**

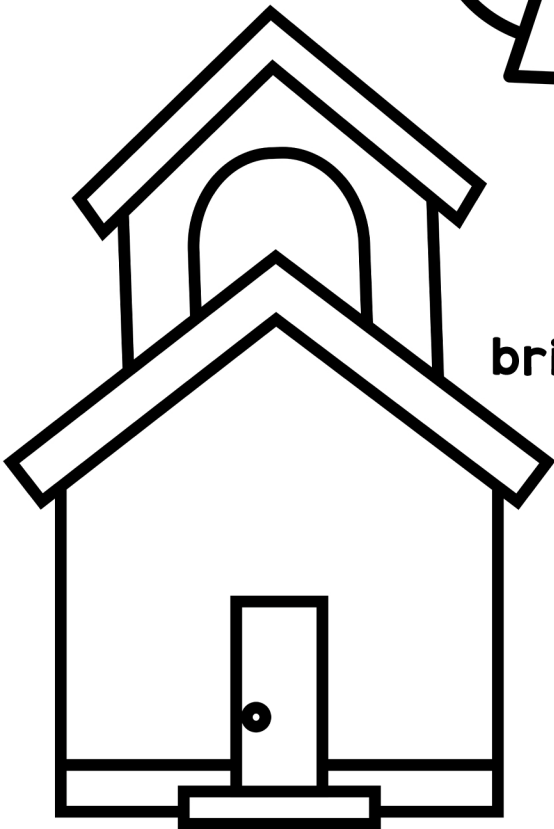
Scales



bumps



spikes



bricks

weave

