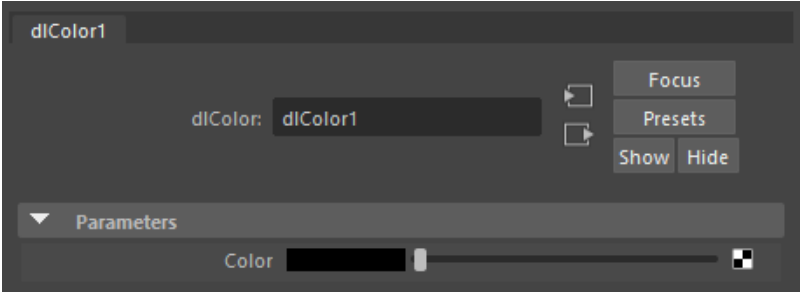


Color



Constant Color Utility Shader