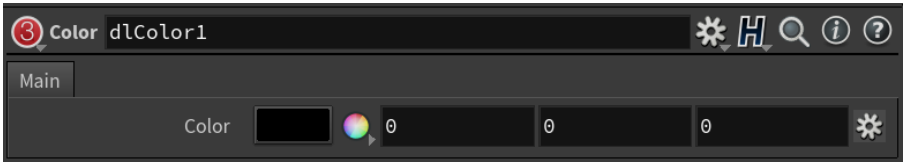


# Color



Constant Color Utility Shader