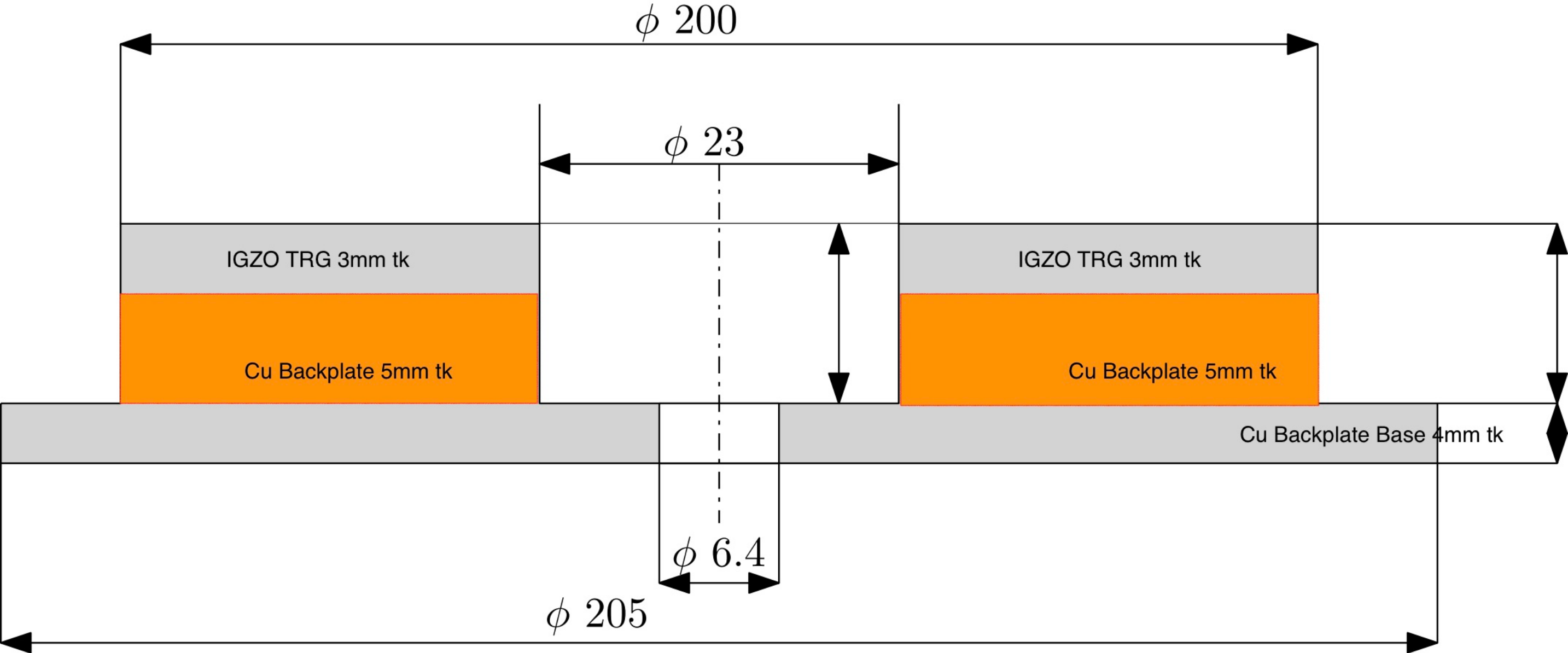




Sputtering target