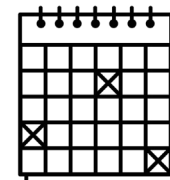
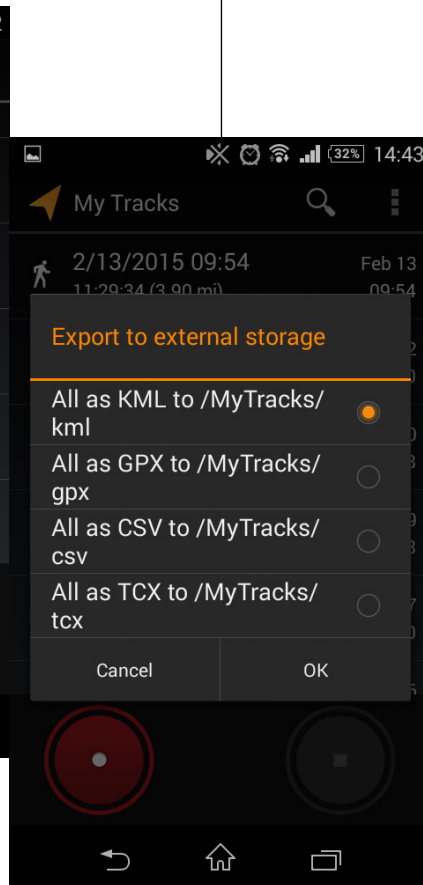
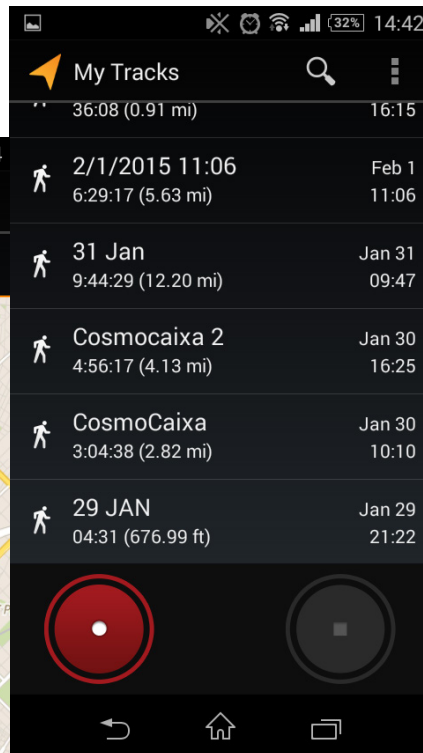
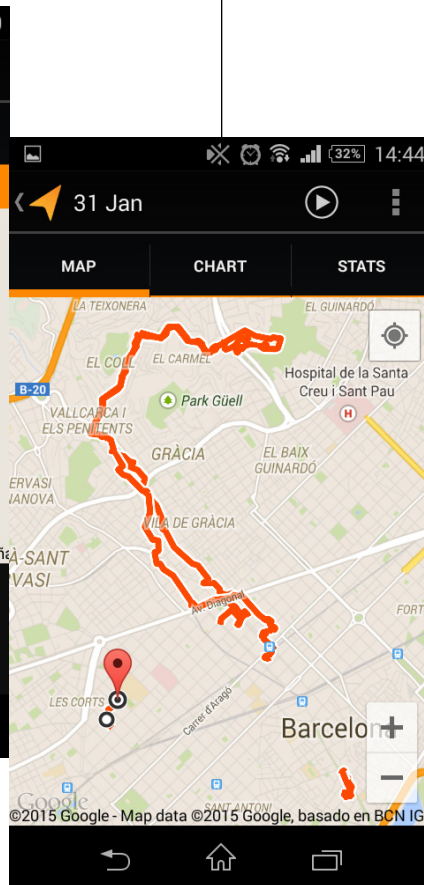
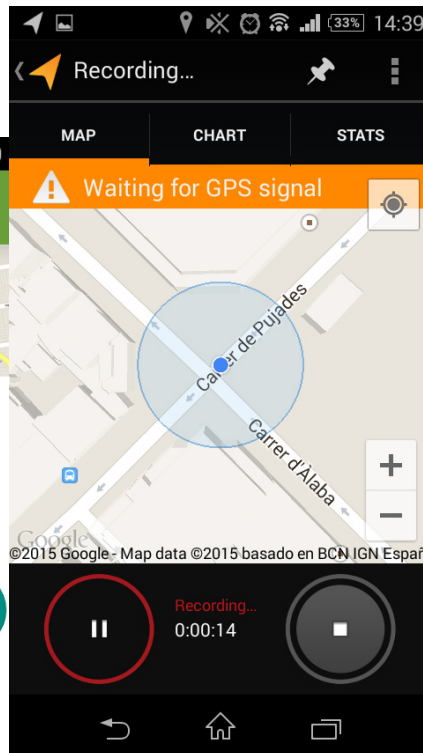




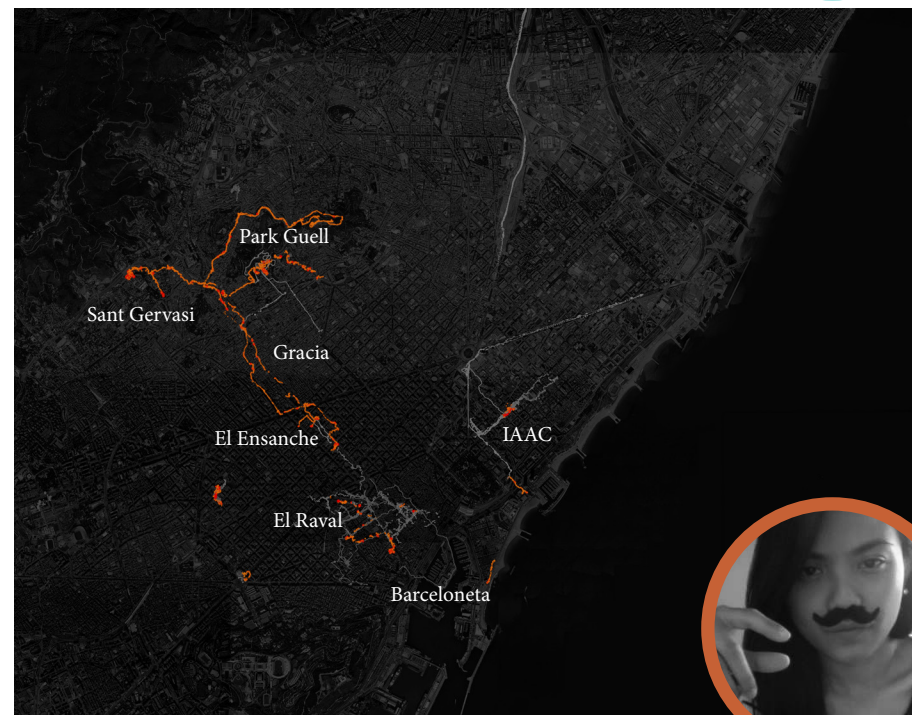
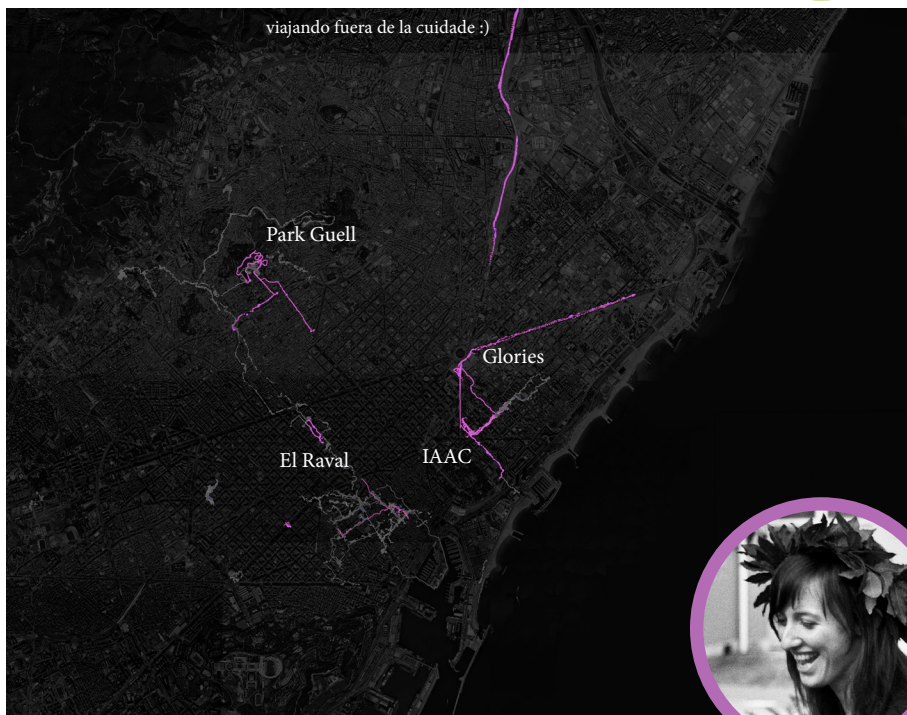
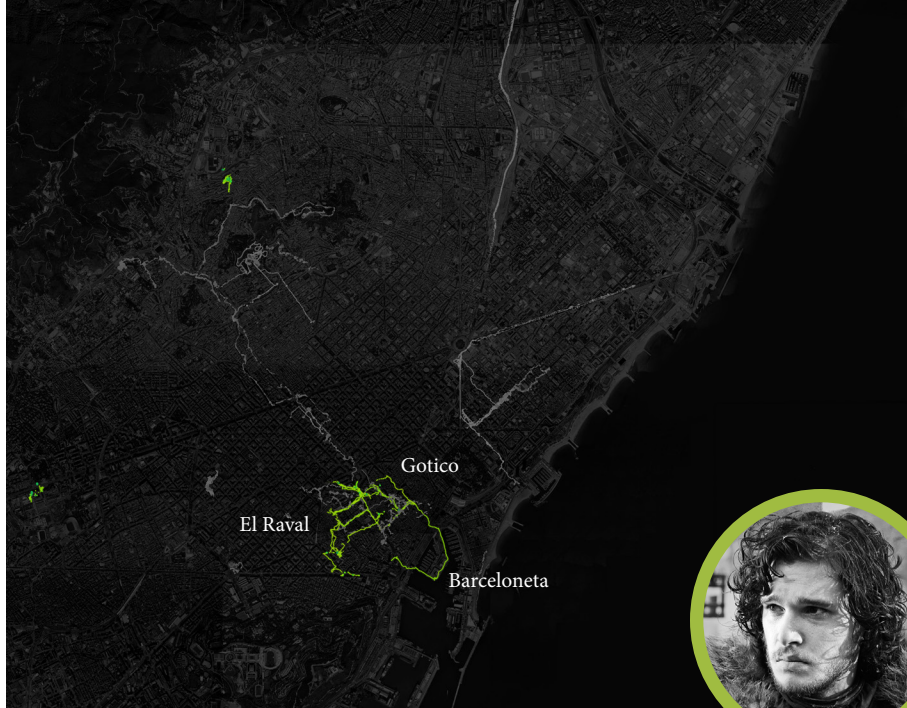
GAME OF STALK

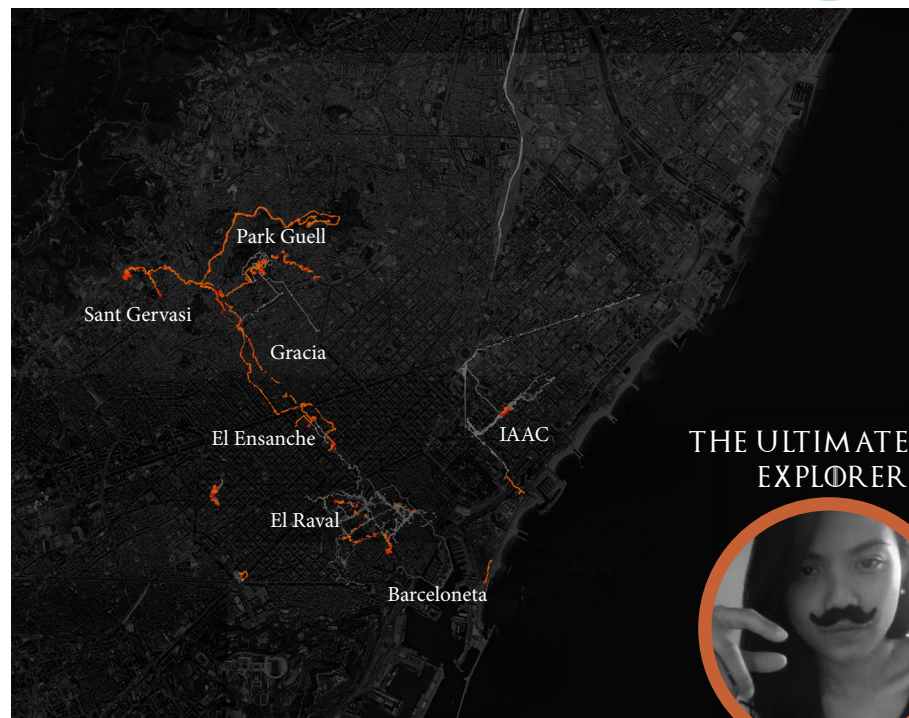
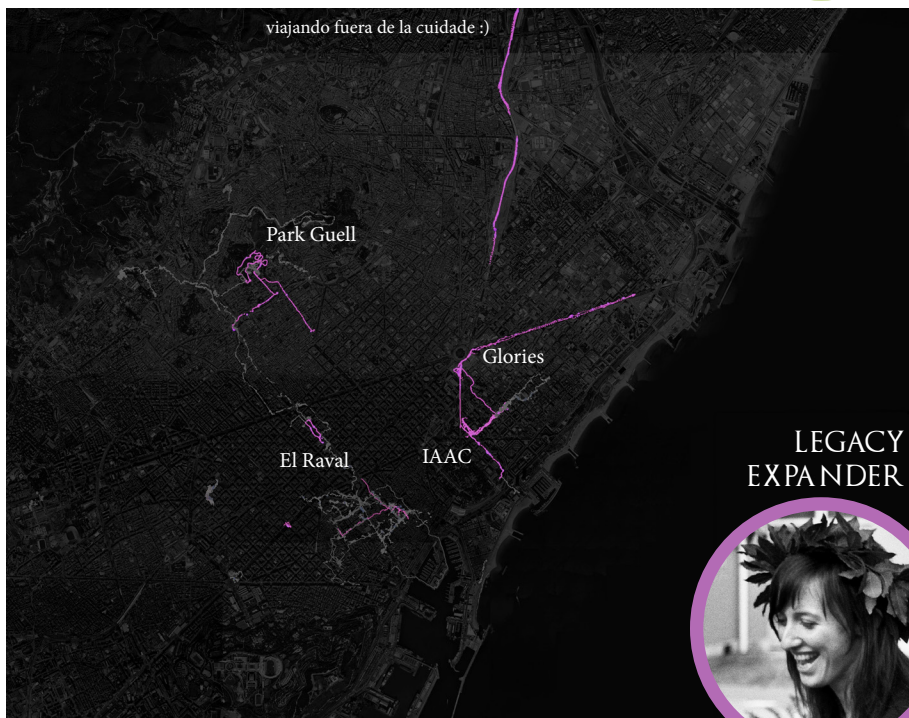
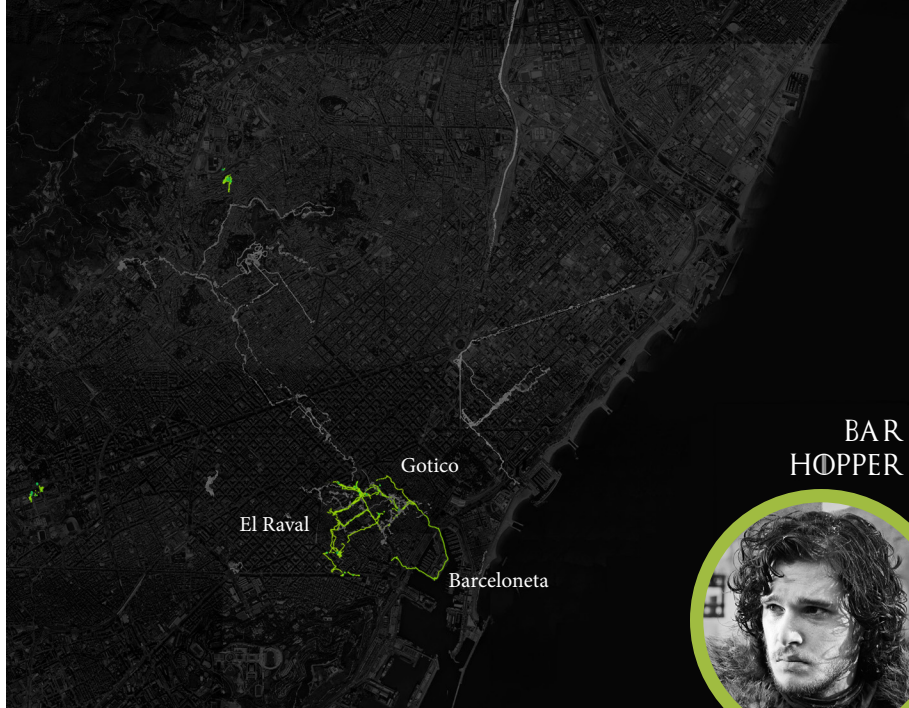


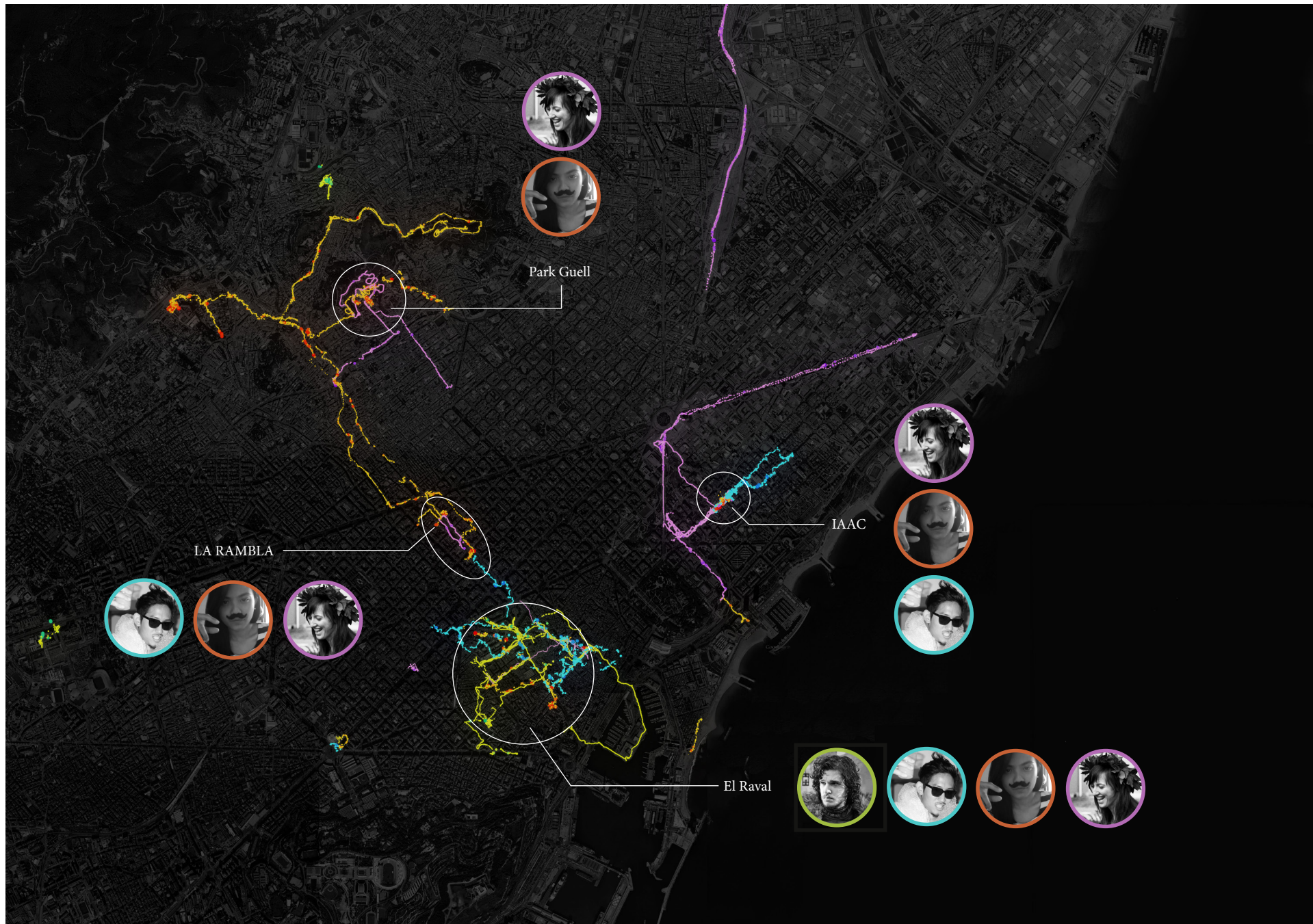
GAME PREPARATION

SELECT PLAYER



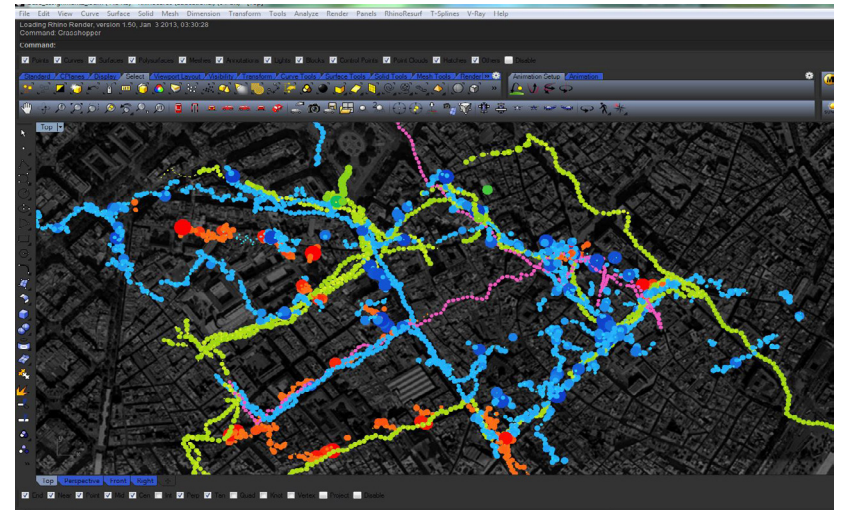




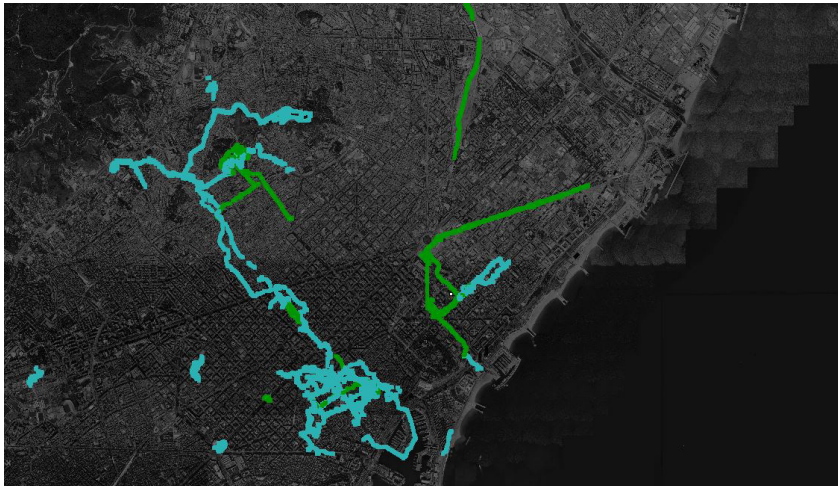




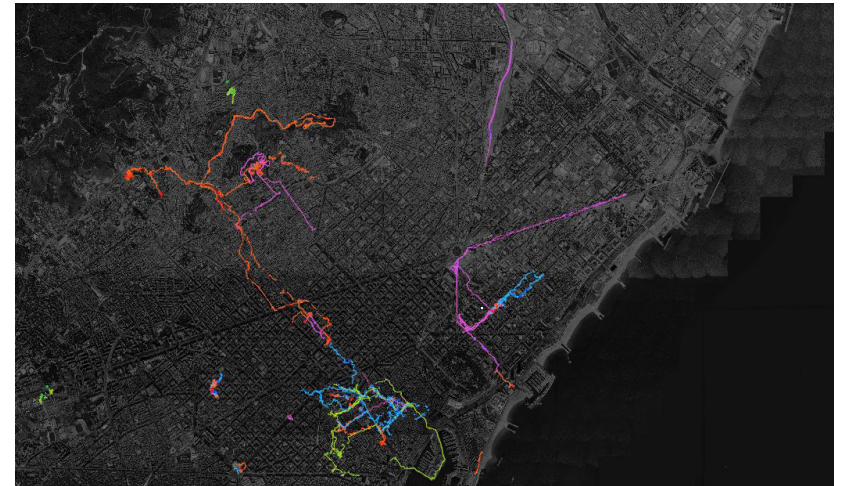
- Producing a map as the base
- Setting 2 points as GEO reference coordinate with gHowl



- Drawn coordinates indicated by points are joined to make polylines



- Importing KML file to File Path component
- After cleaning the data, GEO coordinates are translated to XYZ coordinate



- Setting colors according to each group of data producer
- The last part is post-producing the graphic result using Photoshop