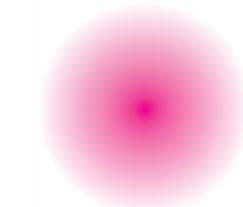
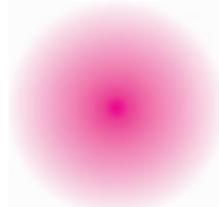


GWG 6.1 - Use of shadings



shading type 3 reference image a



shading type 2 reference image c



shading type 2 reference image b



shading type 3 reference image d



The shadings should look
like the reference image