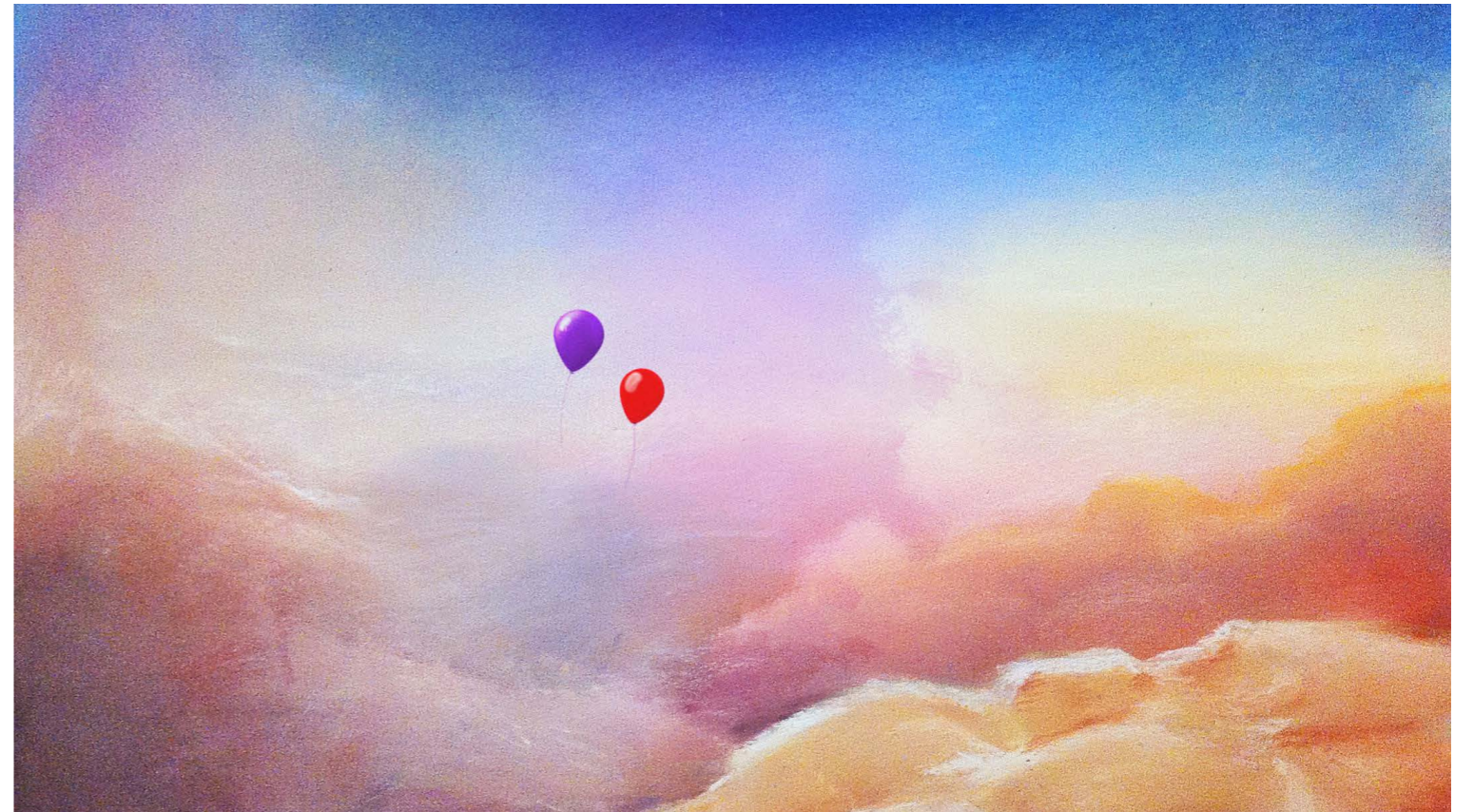


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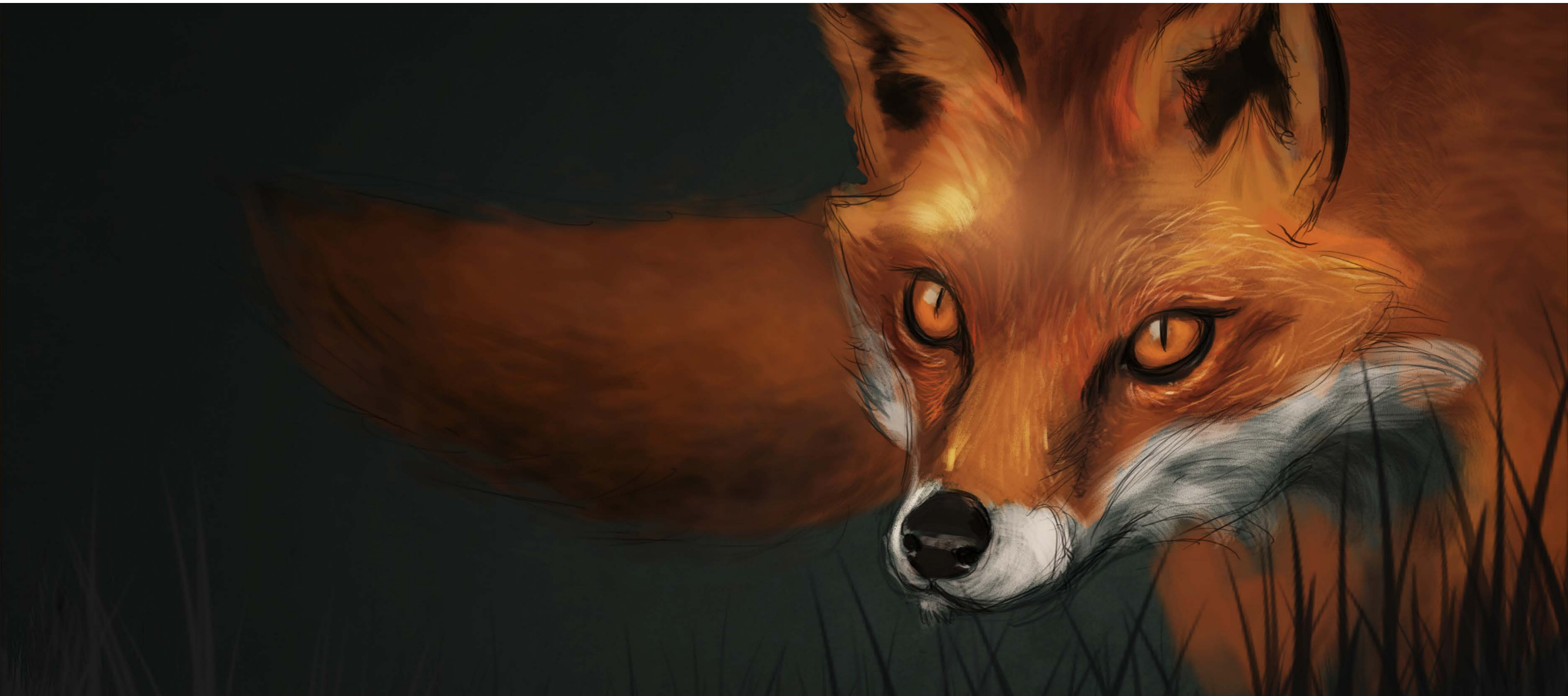
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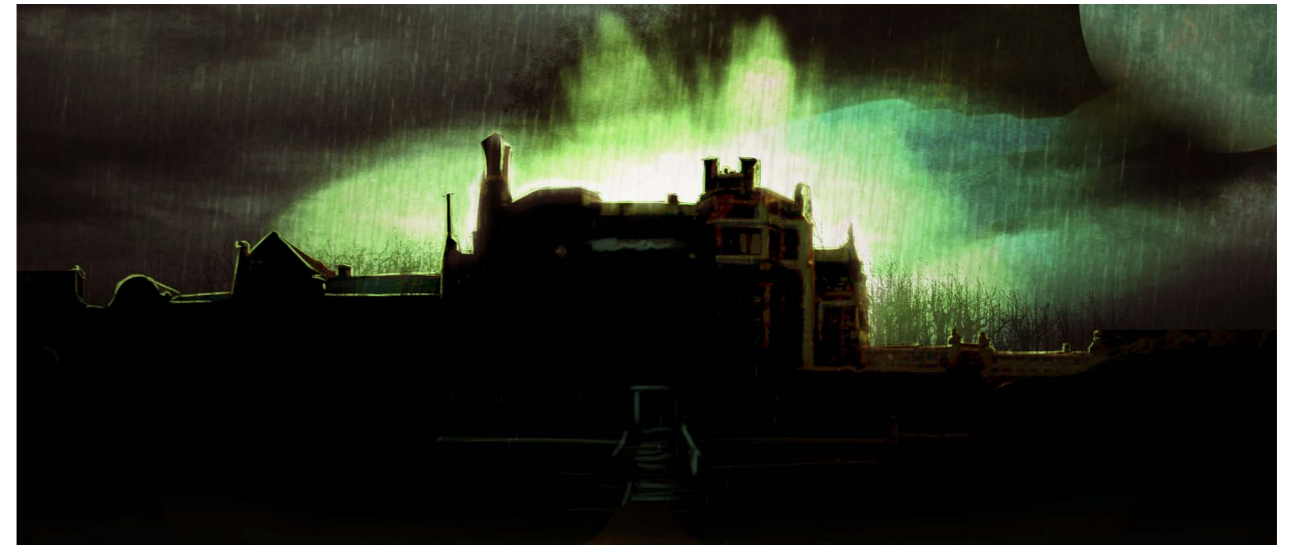
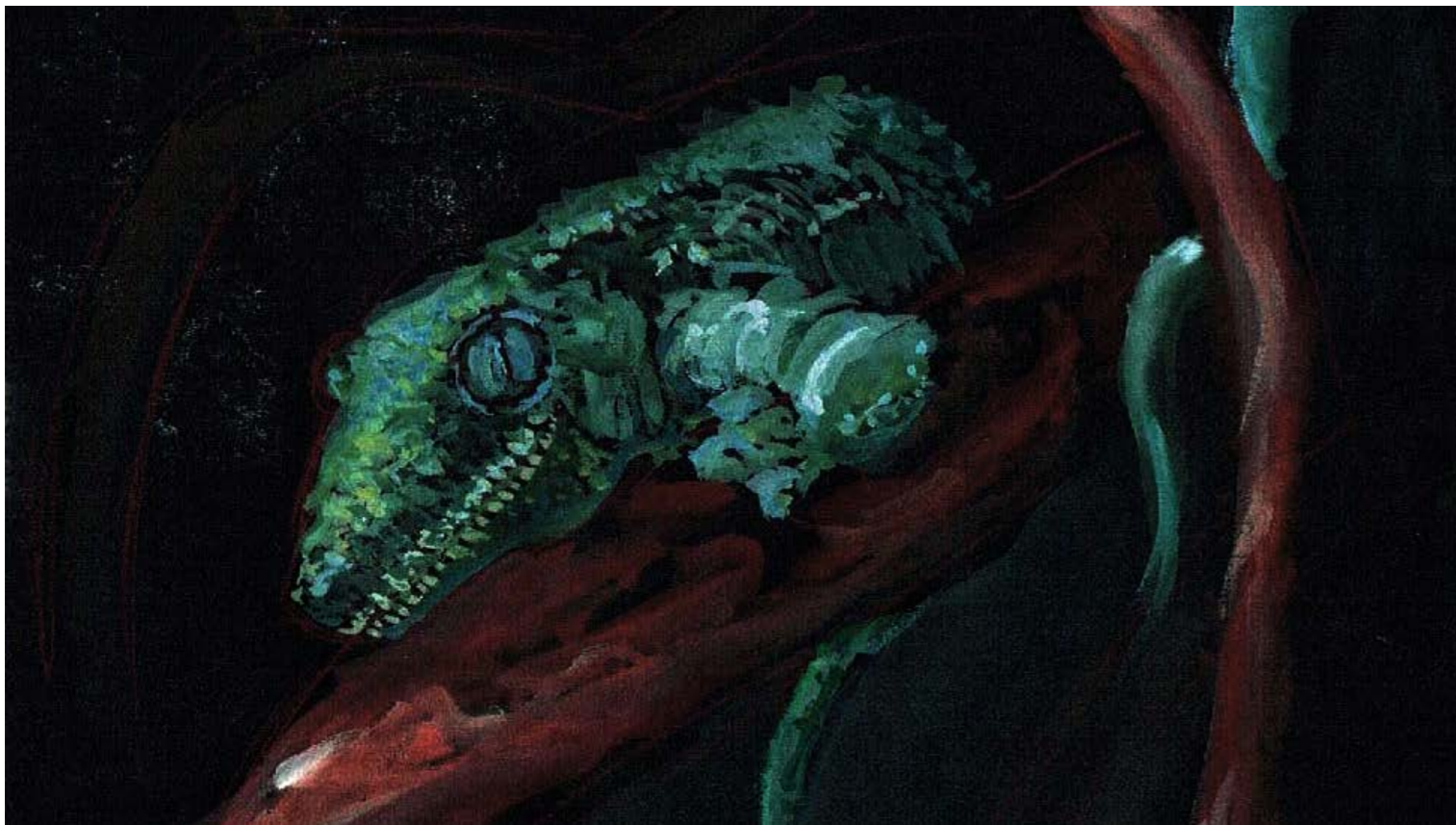
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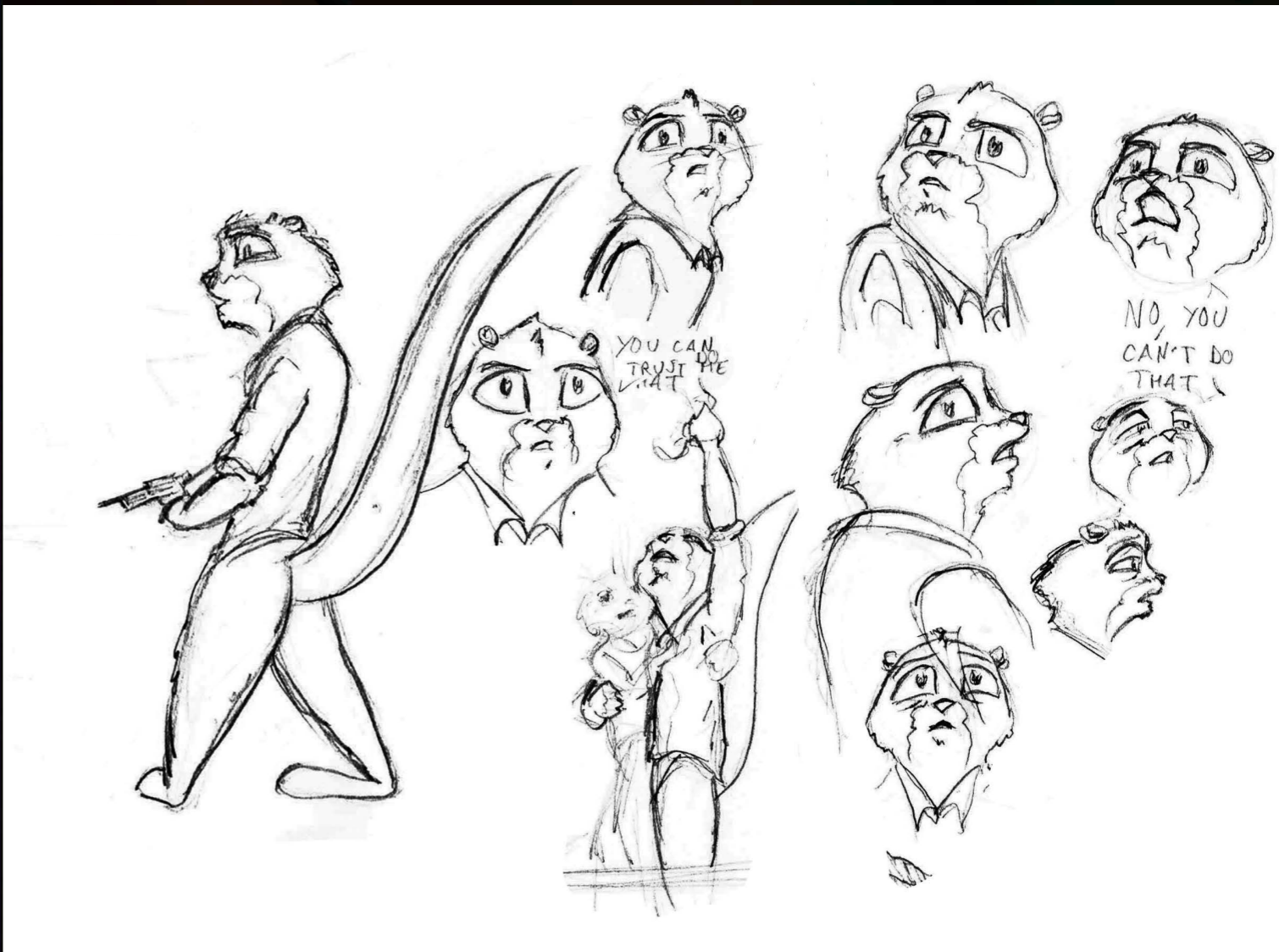


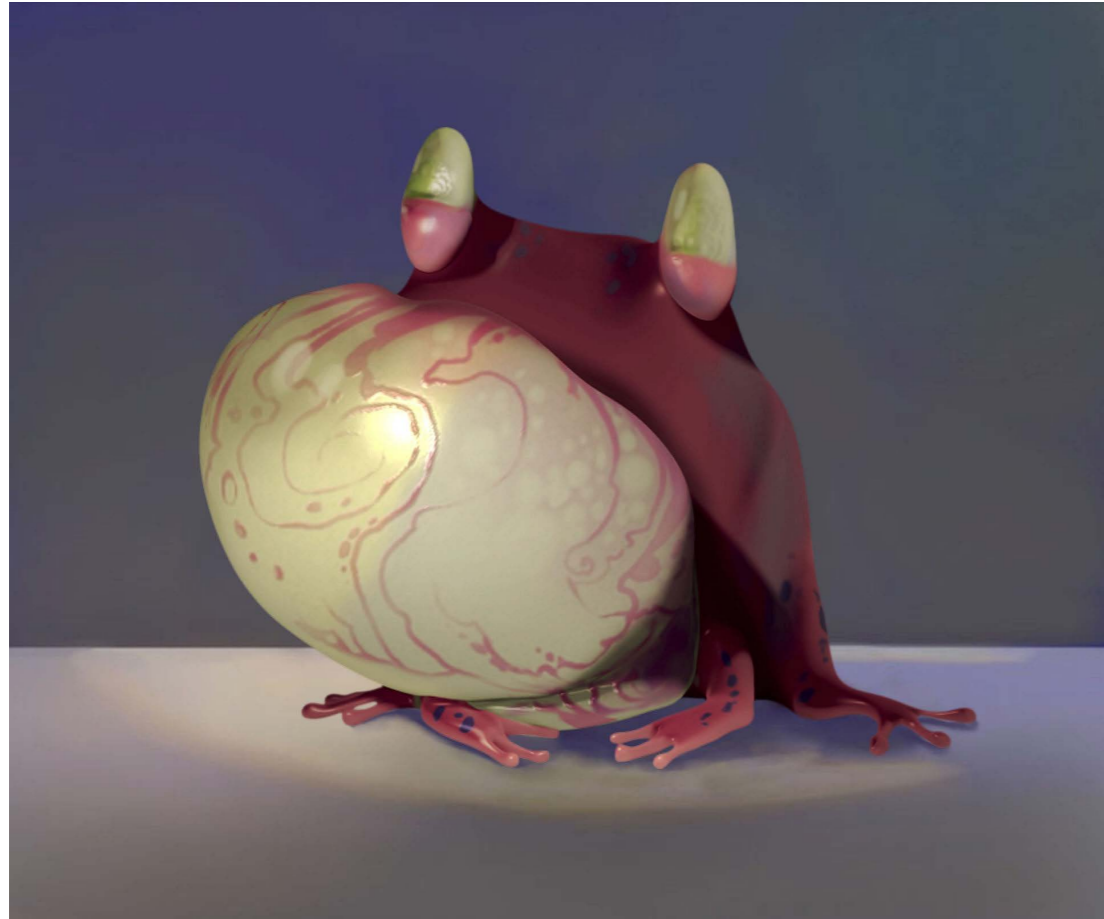






INVINCIBLE





The screenshot displays a 3D software interface with several panels:

- Left Panel (Hierarchy):** Shows a tree structure of objects, including 'ultraSinusGlobalCTR', 'ultraSinusExtrude', and various 'result' objects (resultInt_1 through resultInt_23).
- Center Viewport:** Displays a visualization of a sine wave, with a yellow crosshair and a blue sine wave curve.
- Right Panel (Expression Editor):** Shows the 'Expression Editor' window with the following content:
 - Expression Name:** sinusExpression25
 - Selected Object and Attribute:** blendClose25.color2G
 - Expression:**

```
float $height=ultraSinusGlobalCTR.Height;  
float $width= ultraSinusGlobalCTR.Width + 0.1;  
float $slide = ultraSinusGlobalCTR.Slide;  
float $pxlX=pxlXGrp_25.translateX;  
float $obj=win($pxlX/$width+$slide)*$height;  
blendClose25.color2G= $obj;
```
- Far Right Panel (Properties):** Shows the 'ultraSinusGlobalCTR' object with various attributes like Translate X, Translate Y, Translate Z, Scale X, Scale Y, Scale Z, Visibility, Slide, Height, Width, Close, Diameter, and Blend To Rope.

