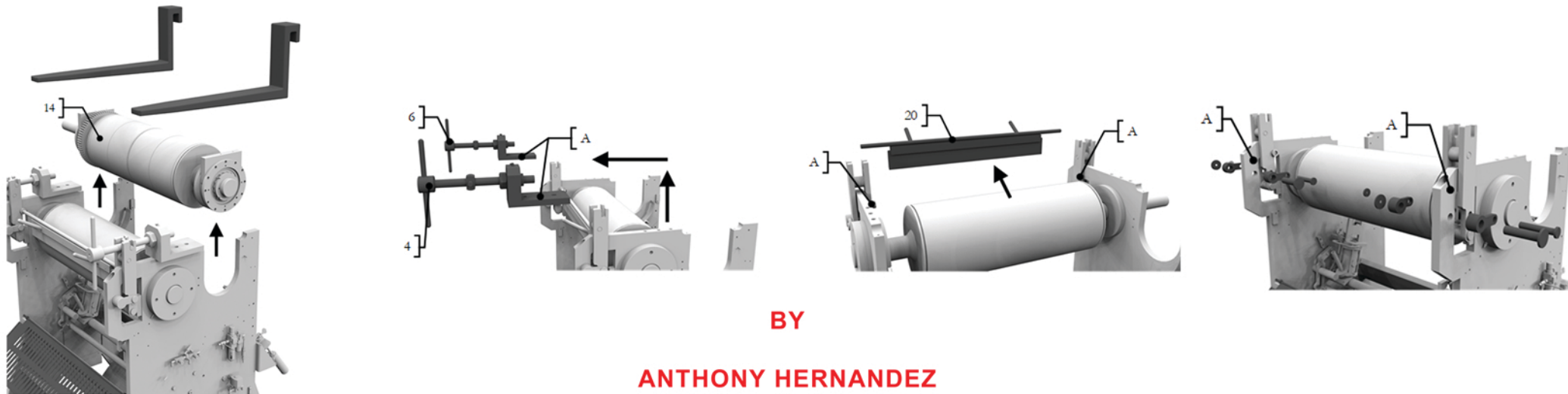


PARTIAL SEQUENTIAL MACHINE TEARDOWN RENDERINGS USING CLIENT-SUPPLIED 3D MODEL AND ORIGINAL FORKLIFT TANGS. GPU RENDERING, WITH THE PARTS RELEVANT TO EACH STEP HIGHLIGHTED IN DARK GRAY FOR VISIBILITY.



BY

**ANTHONY HERNANDEZ
(415)786-2081**

anthony94122@outlook.com

