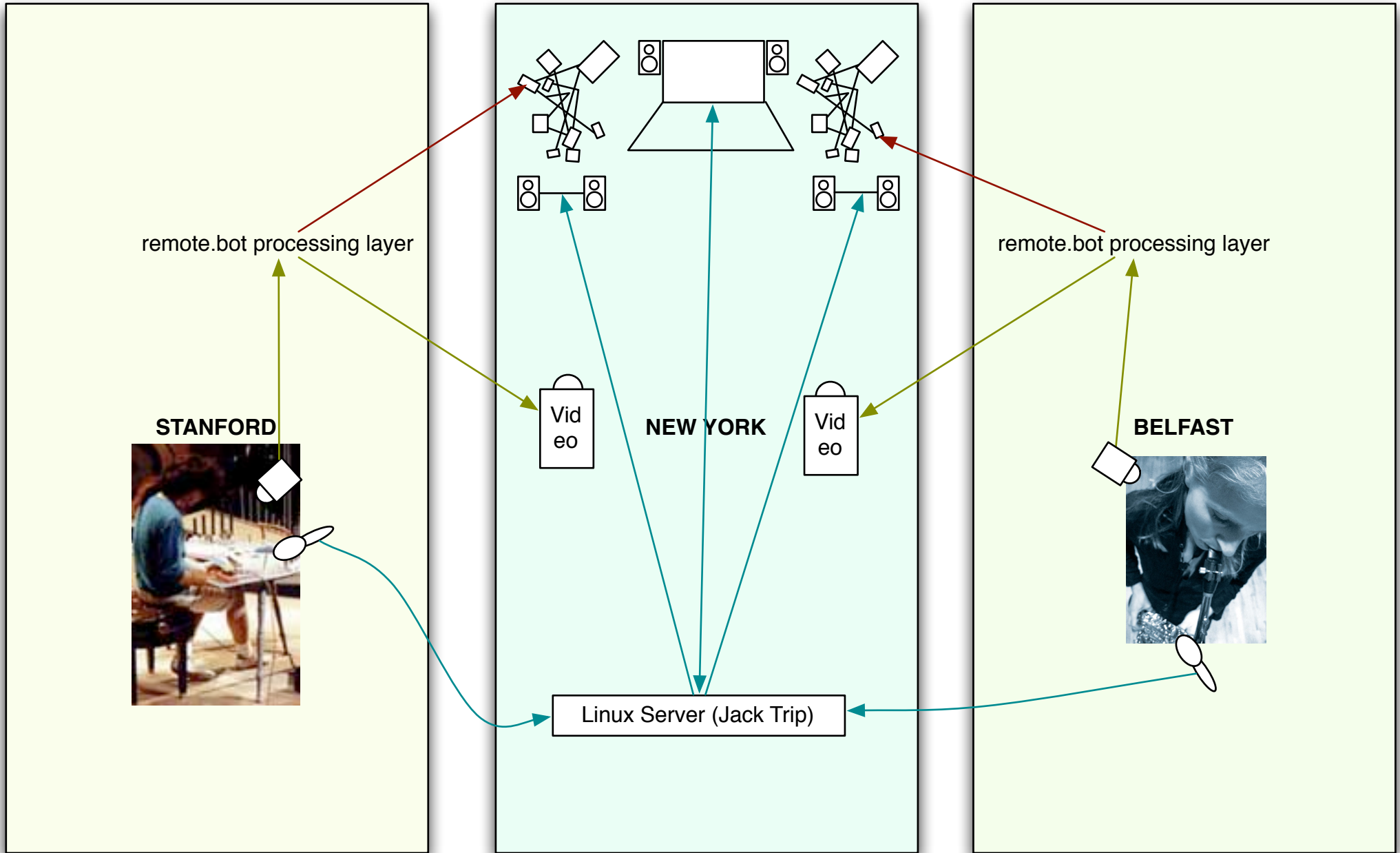


DISPARATE BODIES PERFORMANCE



- Video/Open GL
- Data
- Audio