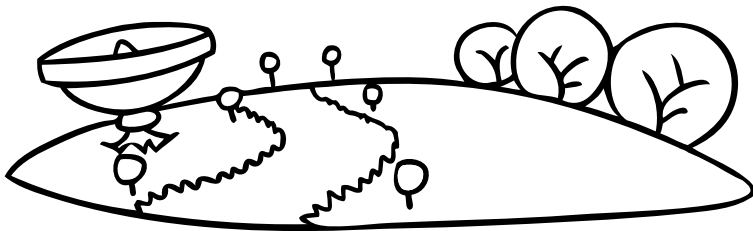
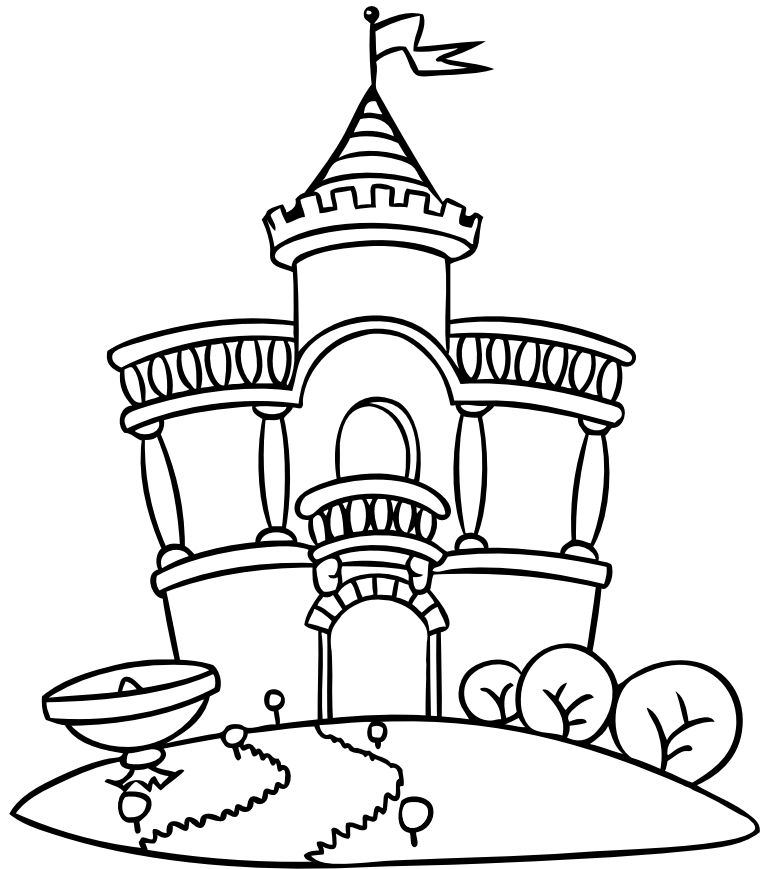


how to draw: **CASTLE**



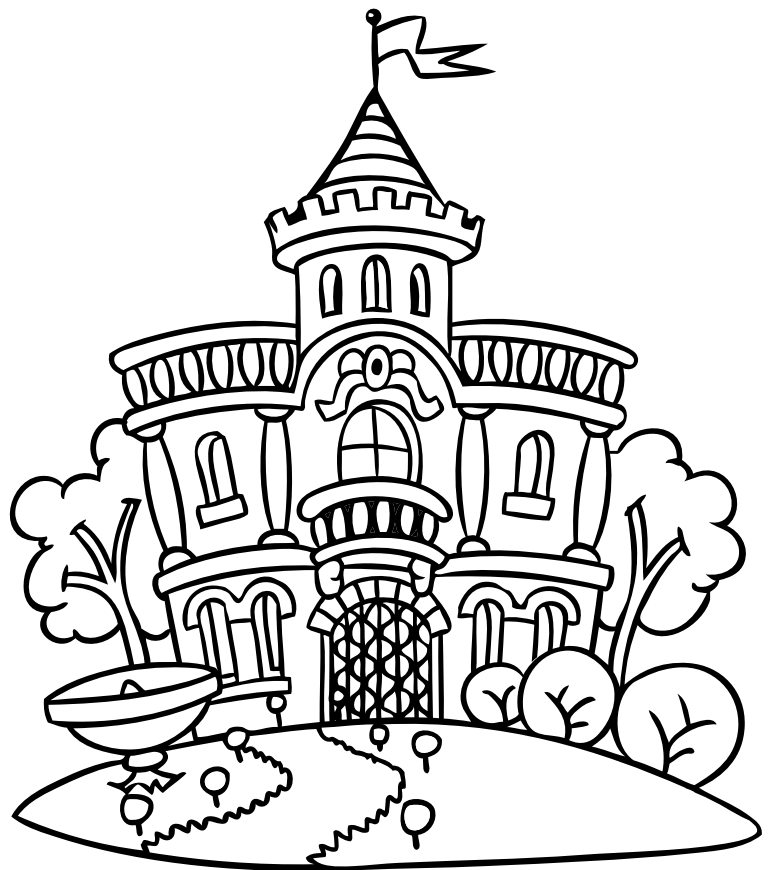
draw ground



add structure



add windows/details



add trees