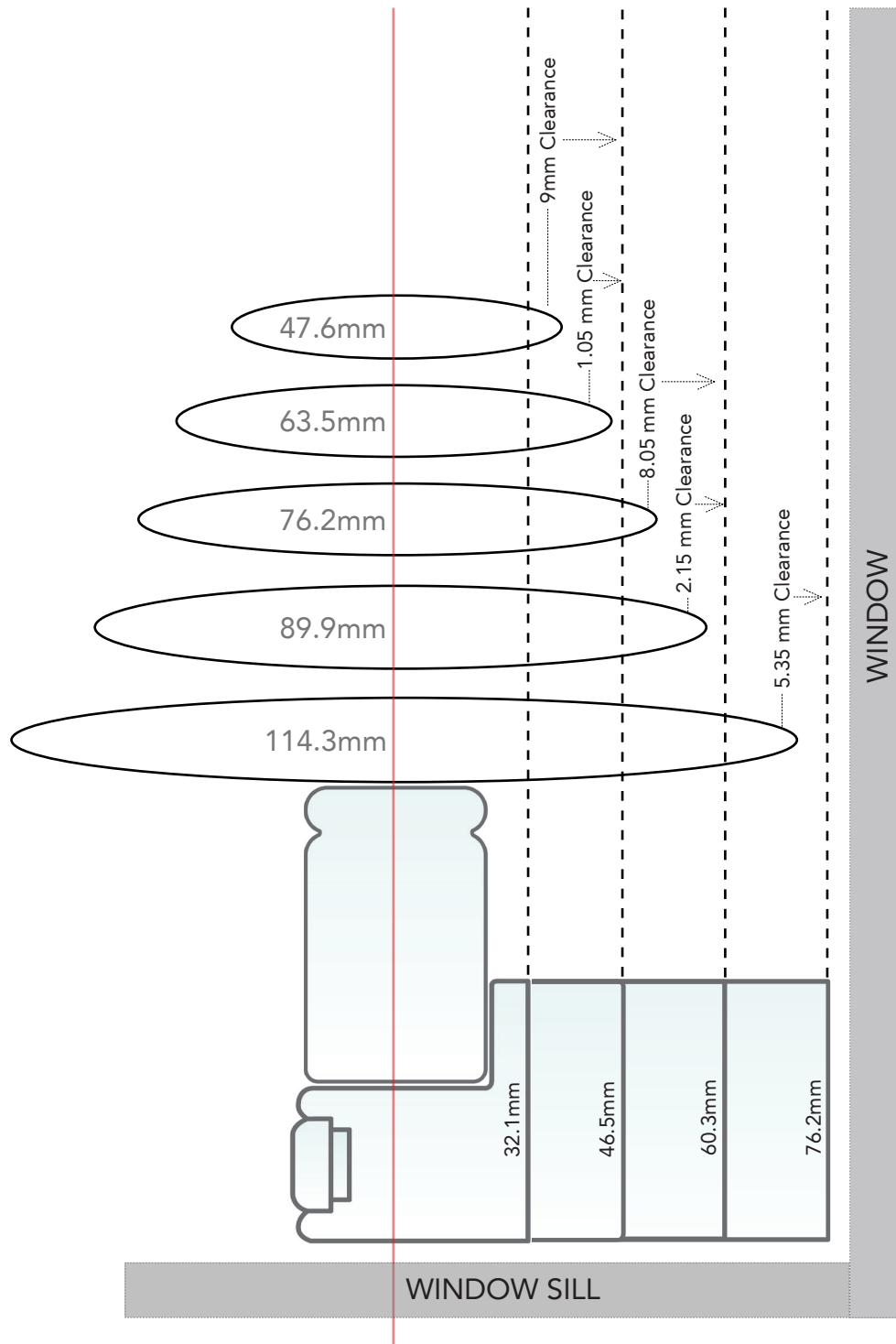


Louvre Projections from Different Frame Depths



Frame + Handle Dimensions