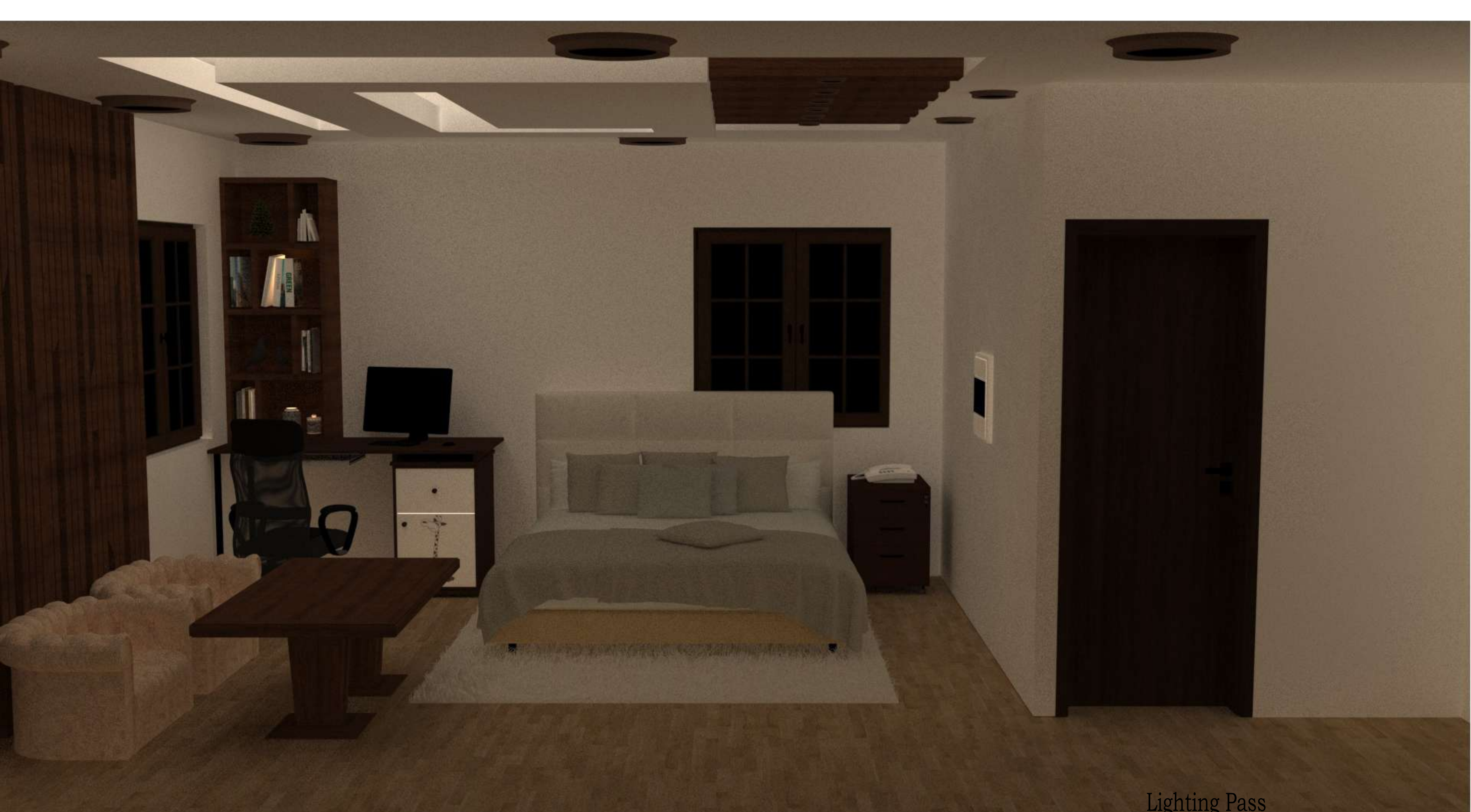




Render 1



Ambient Occlusion



Lighting Pass

