

FINAL OUTPUT



CLOSE UP OF ENVIRONMENT AND ELEMENT



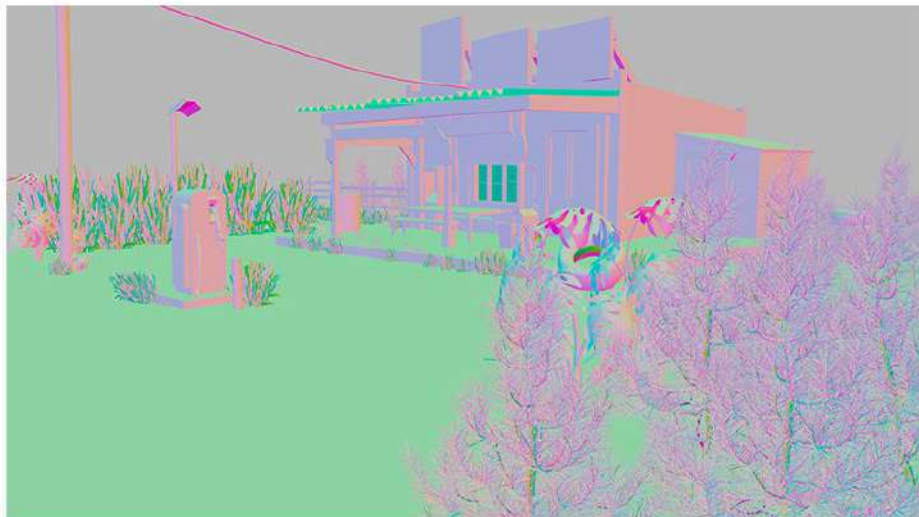
GRAY SCALE SCREENSHOT



WIREFRAME



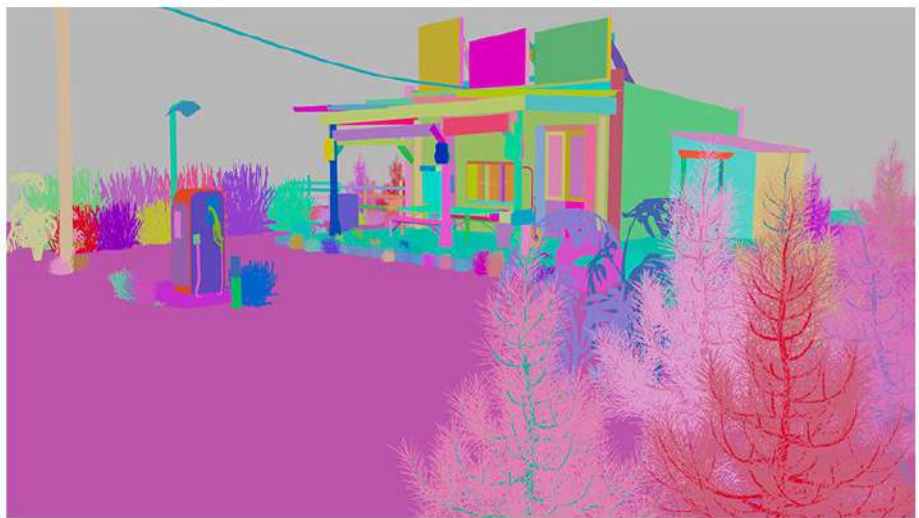
NORMAL



OCLUSION



OBJECT



LIGHTING

