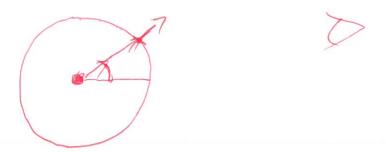
1) P-Advanced Effects Subsurface Scattering Balloons Hair Shadows Fire Net Glass+Latorn Flare+Camera Flare

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Sheres -

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Normal = Collission - center Normalized

