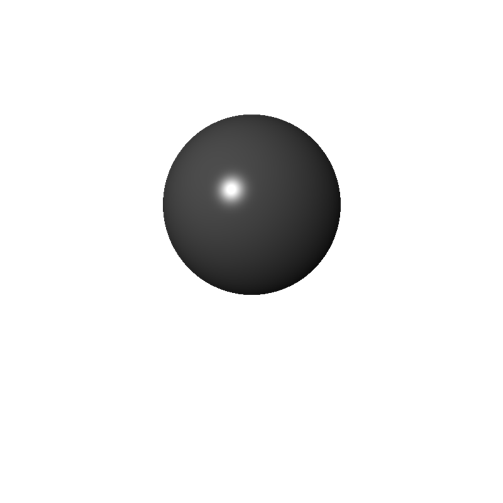
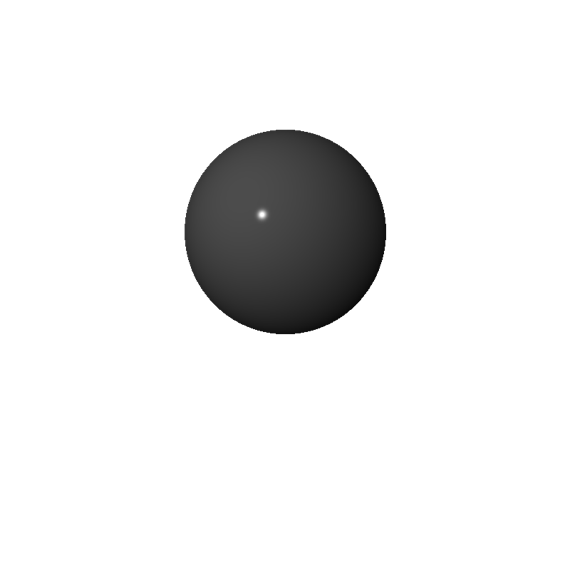


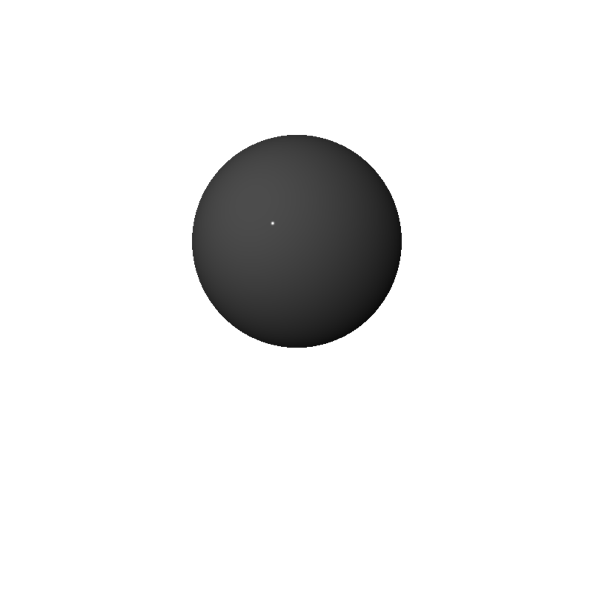
phong=10



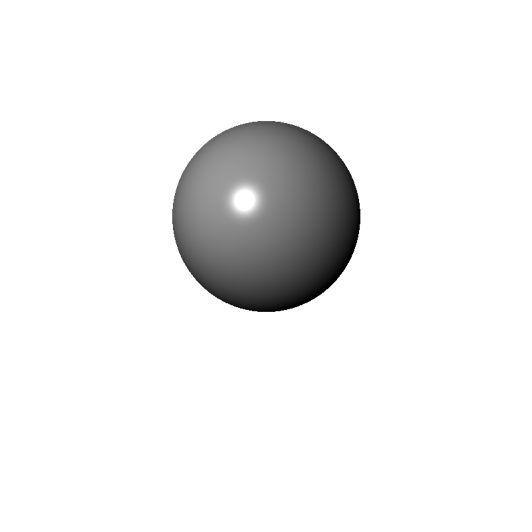
phong=100(shiny)



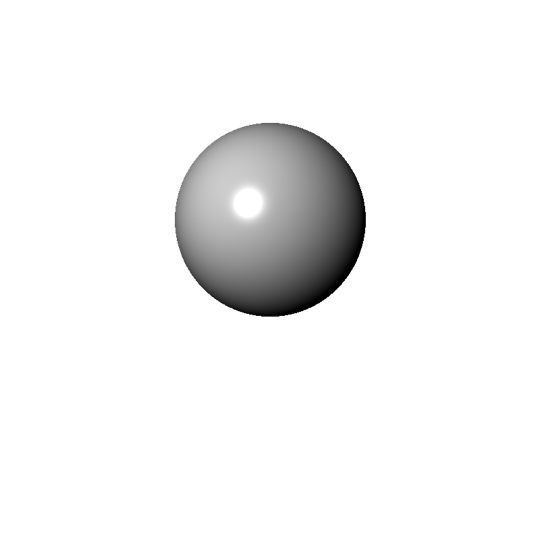
phong=1000(glossy)



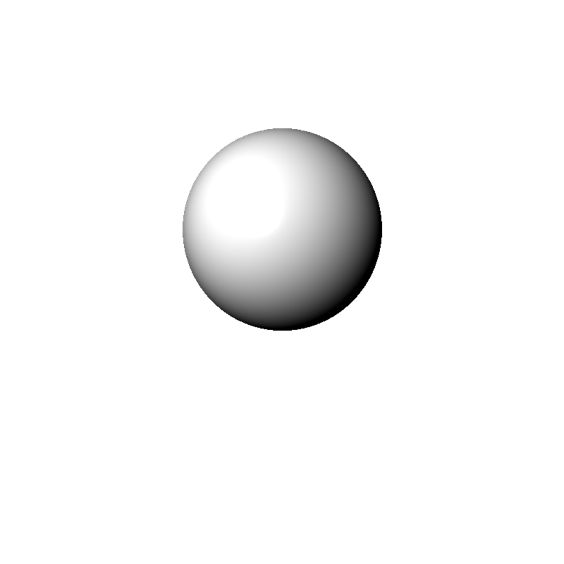
phong=10000(mirror)



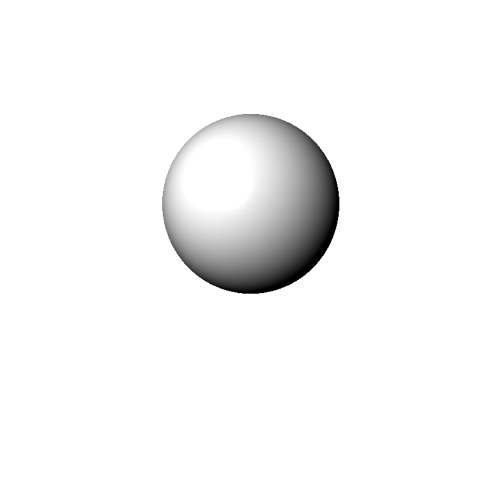
phong=100, diffuse\_coe=0.5



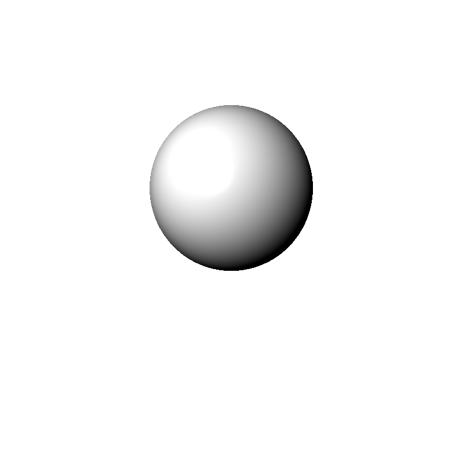
phong=100, diffuse\_coe=0.7



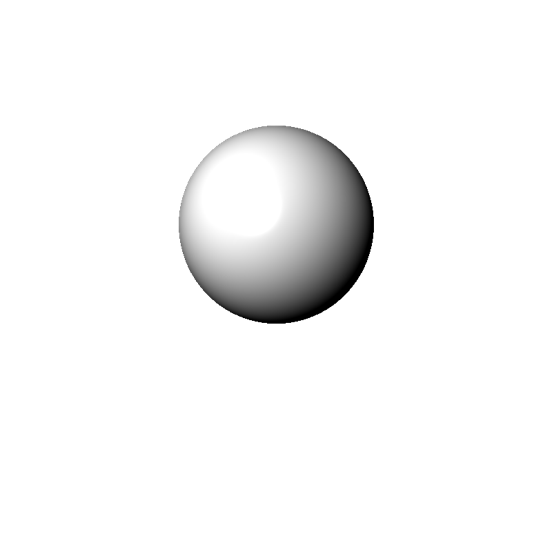
phong=100, diffuse\_coe=1



phong=100, diffuse\_coe=1, specular\_coe=0.5



phong=100, diffuse\_coe=1, specular\_coe=1



phong=100, diffuse\_coe=1, specular\_coe=4

