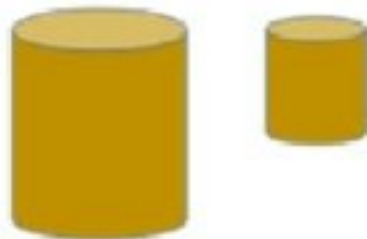




Occlusion



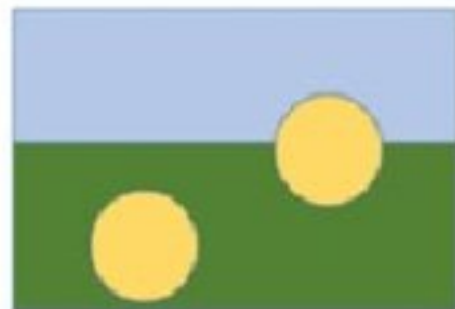
Relative size



Cast Shadows



Shading



Distance to horizon



Texture gradient



Linear perspective