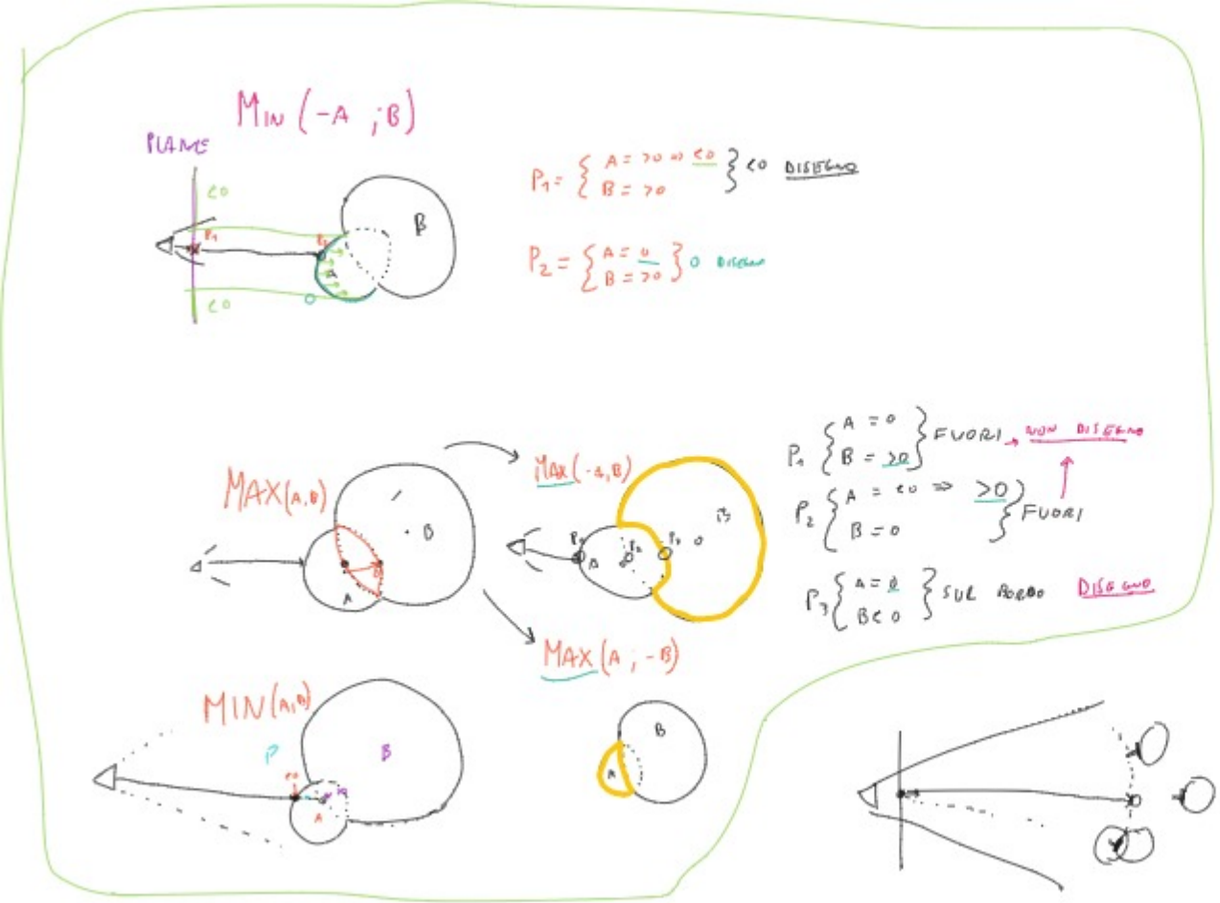
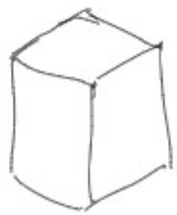
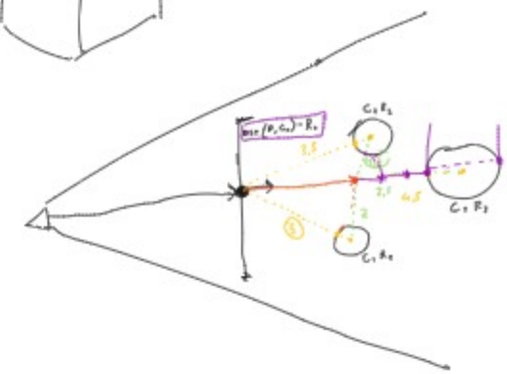
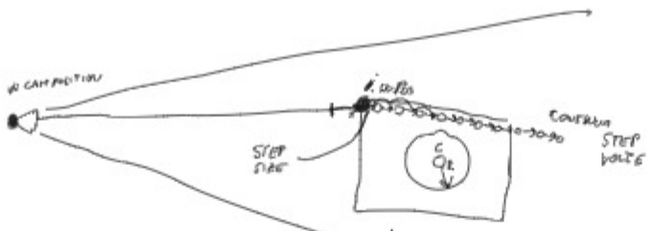
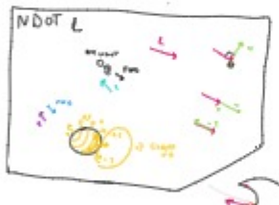
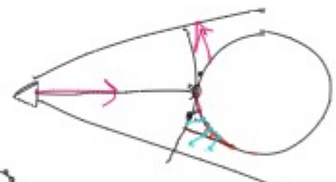




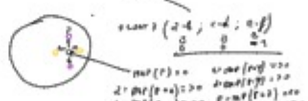


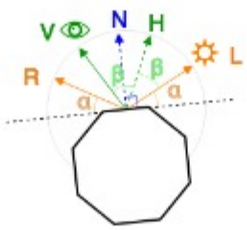






SHADER





N = NORMALI
L = POS LUCE
R = RIFLESSO
V = POS CAMERA
H = SPECULARITÀ
GLOSSY = SI HA QUANDO H E R SONO "VICINI"