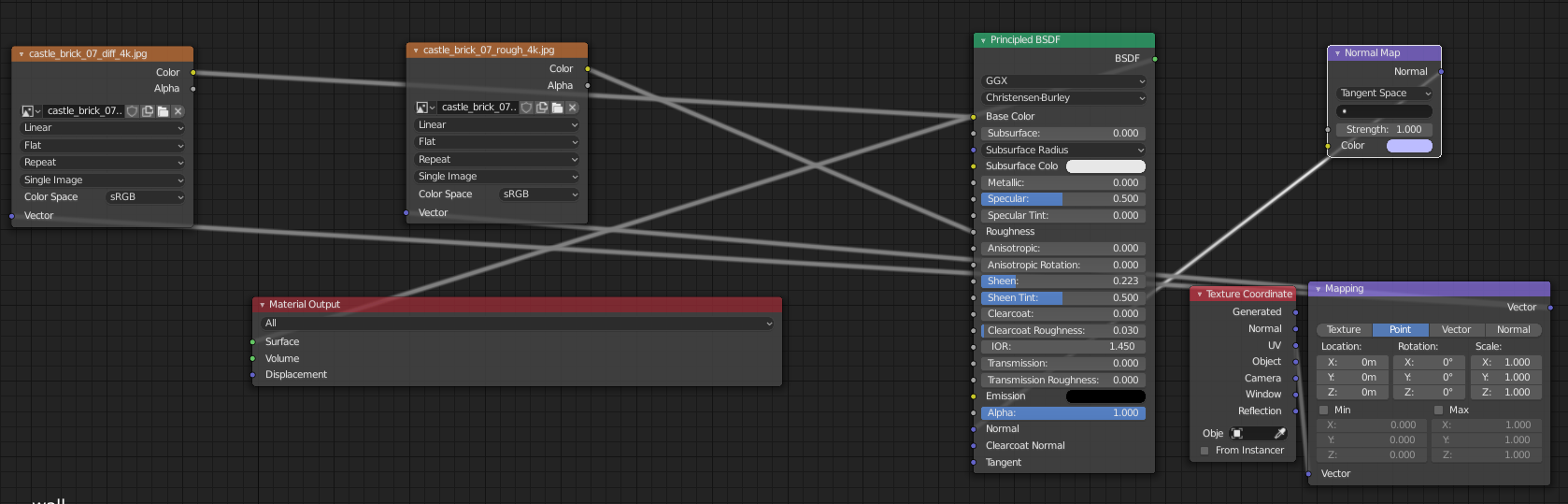
1. Model in wire framing

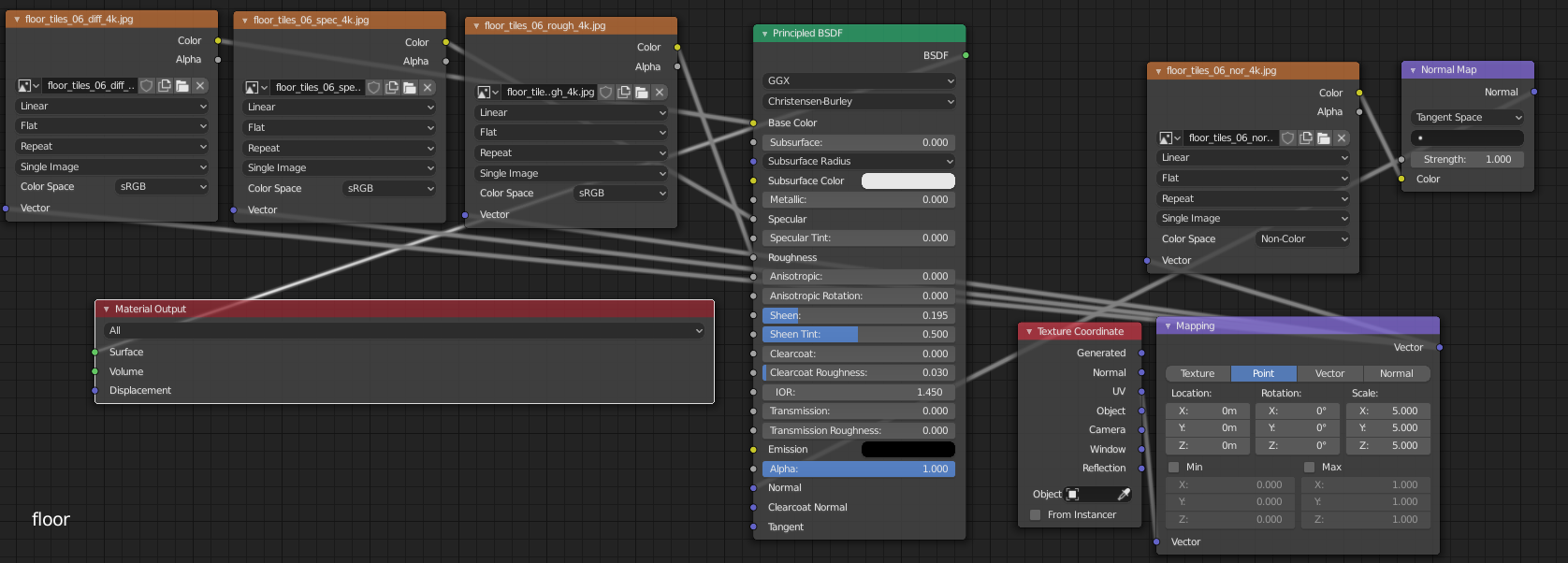


1. Texture

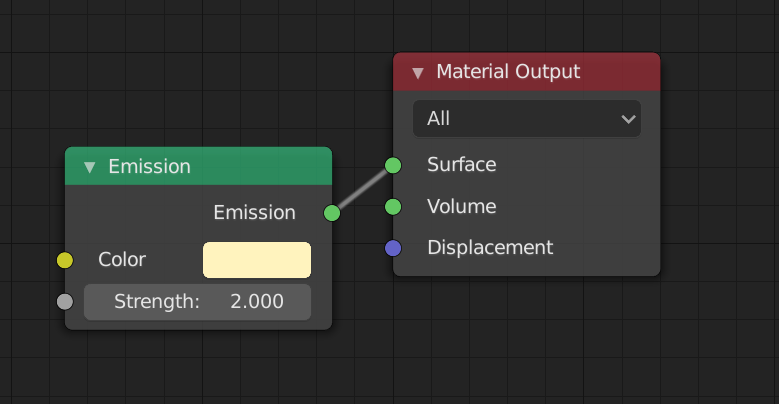
Wall



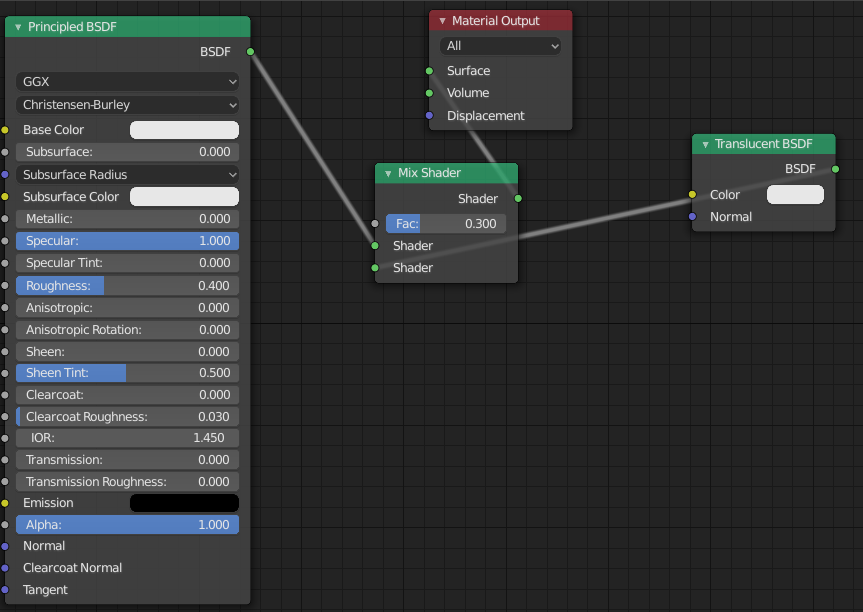
Floor



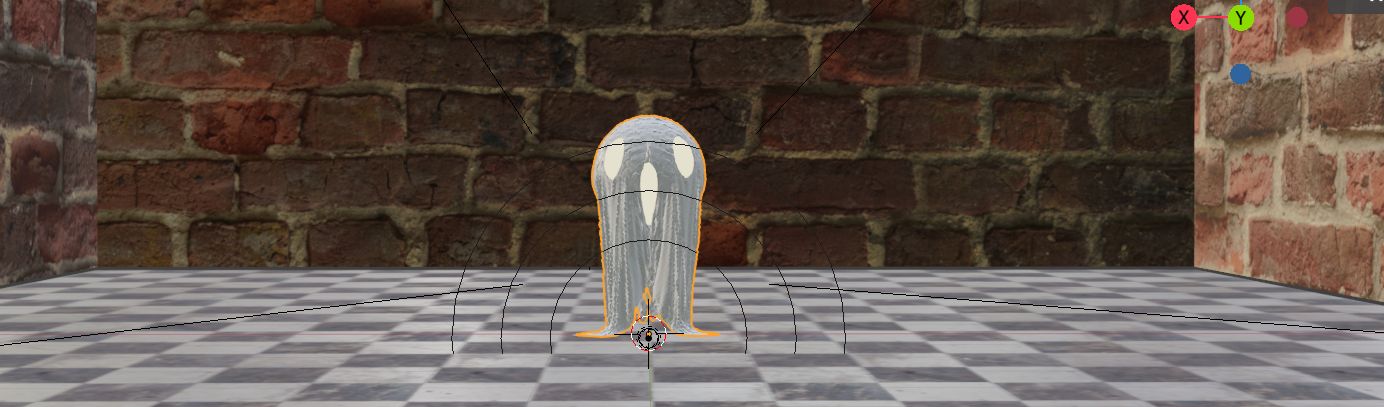
Ball

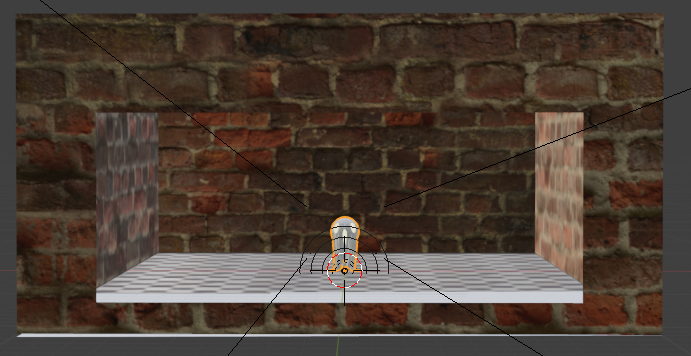


Ghost



IN REAL:



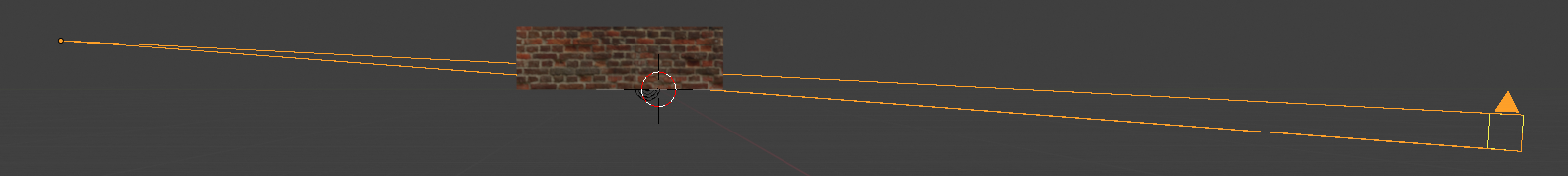


1. LIGHT

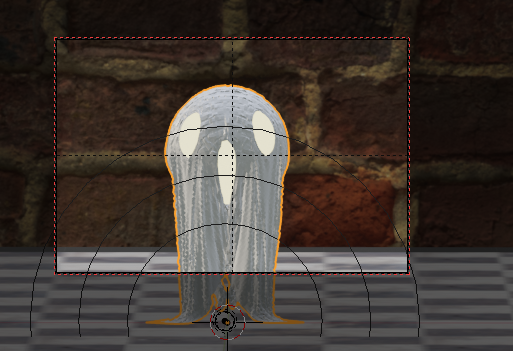


1. CAMERA

Camera

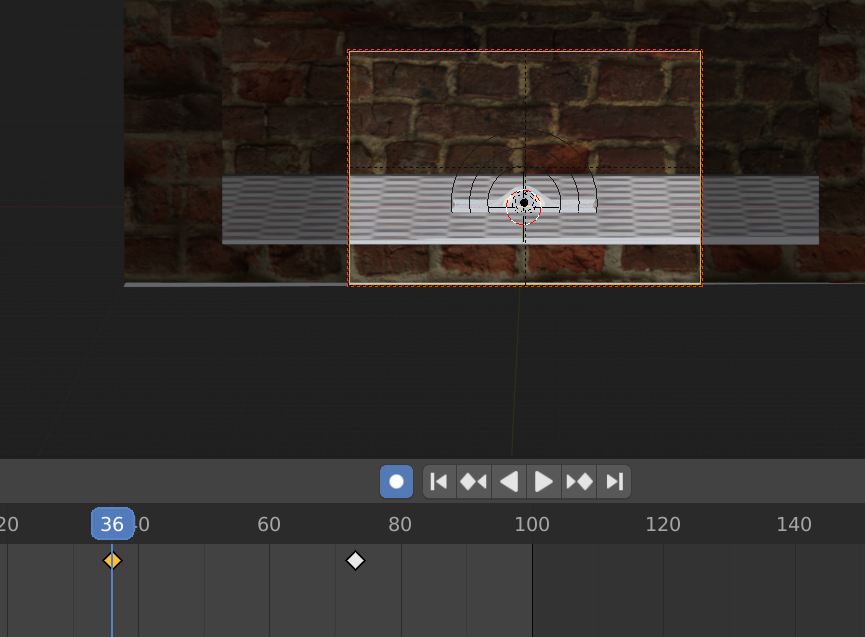


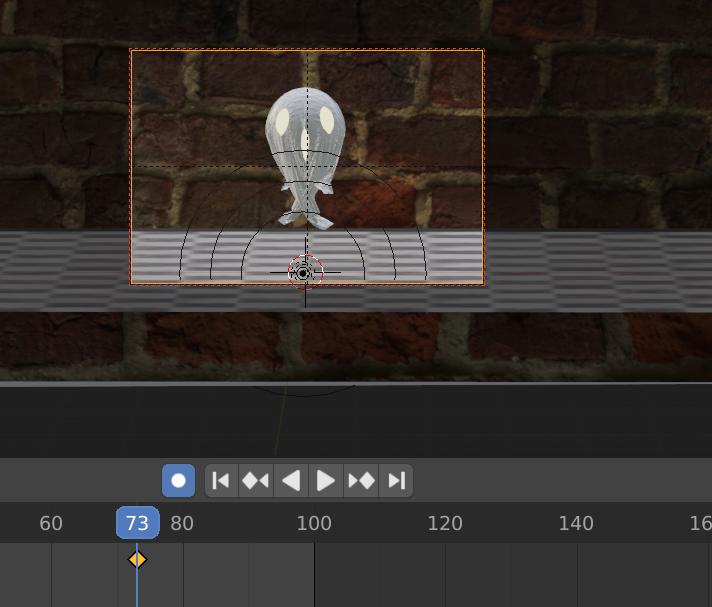
Camera view



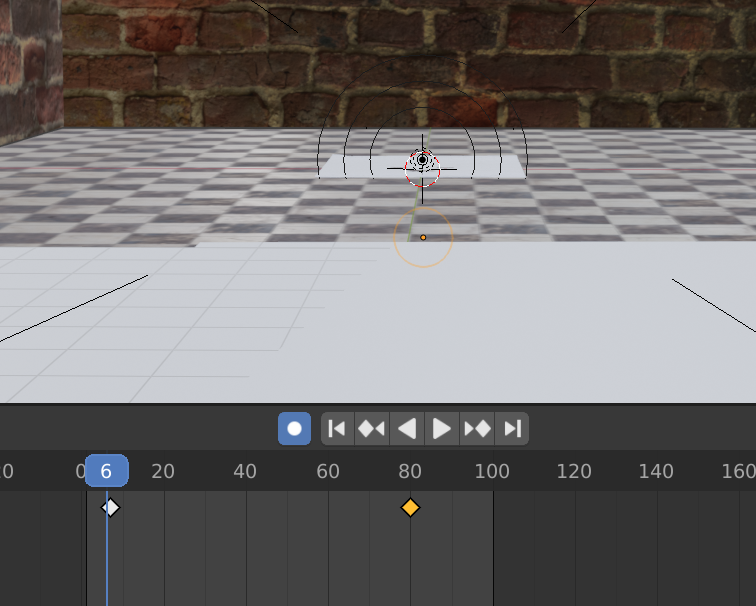
1. Key frames

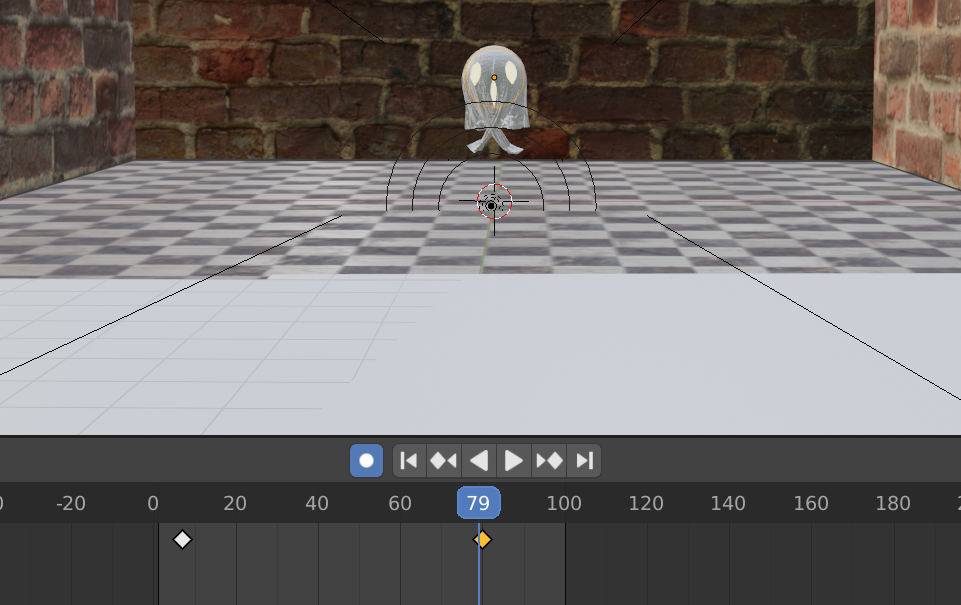
For camera:





For the head





1. Render

