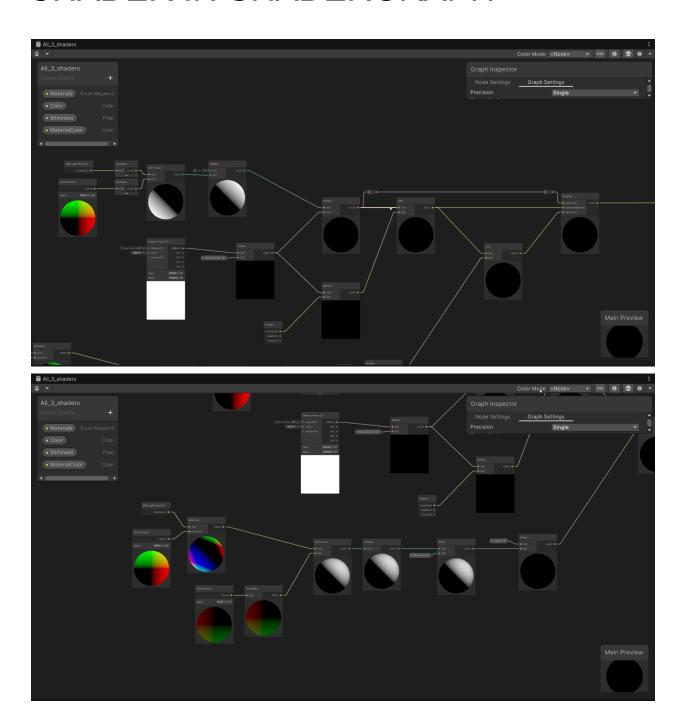
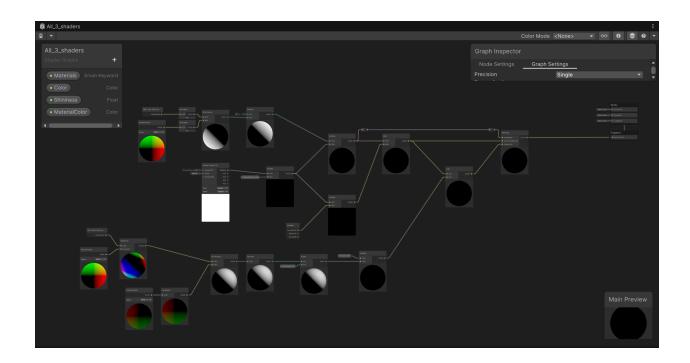
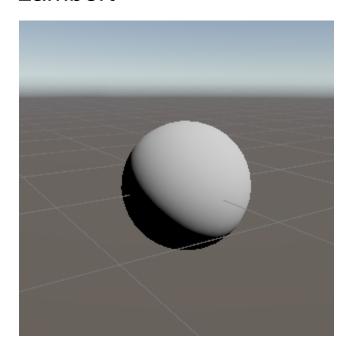
SHADER IN SHADERGRAPH

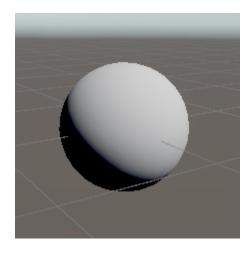




Lambert



Lambert + Ambient



Specular

