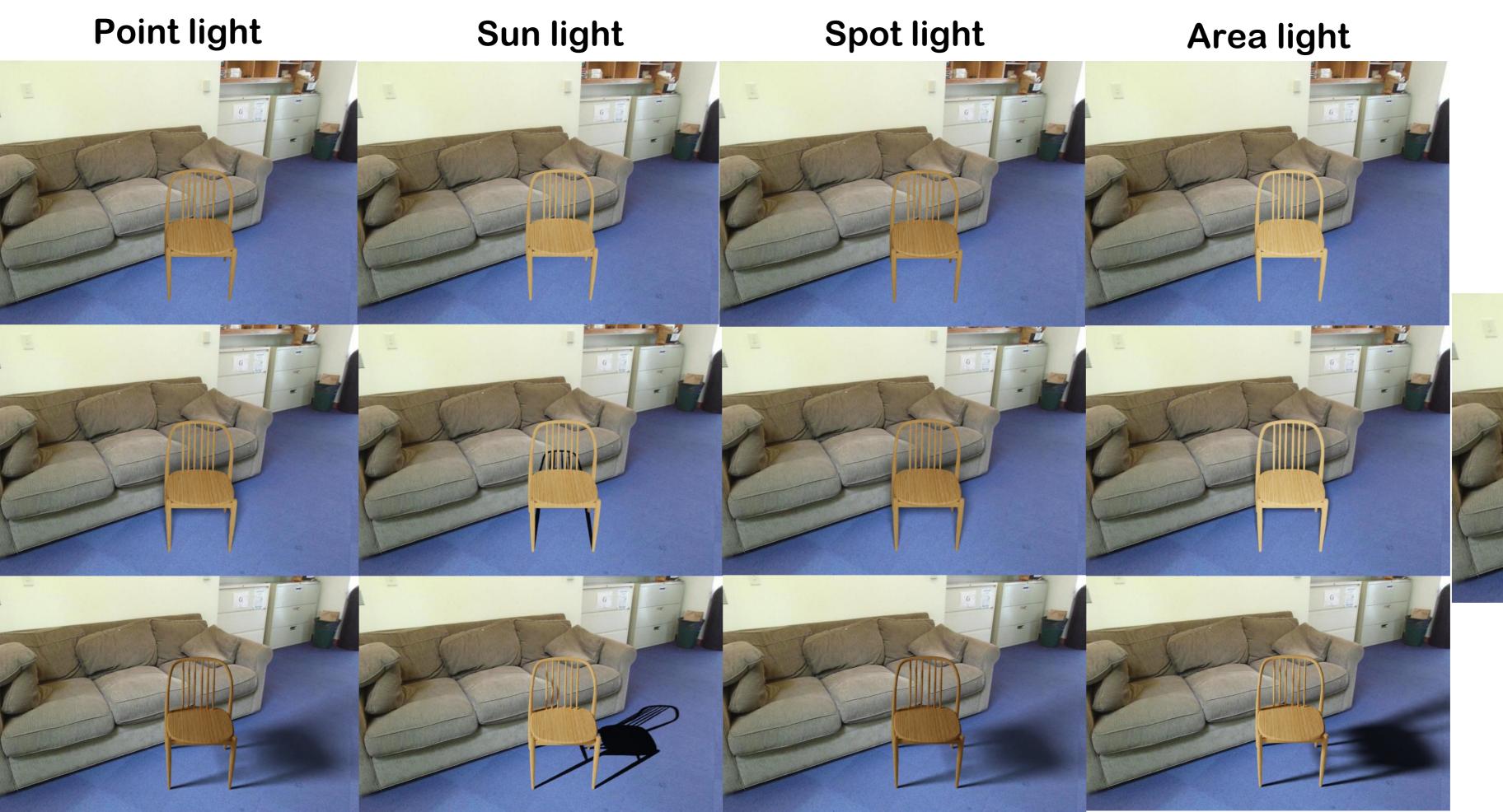
Camera position (w/o shadow)

Camera position (w/ shadow)

Left (w/ shadow)



Physically plausible light

