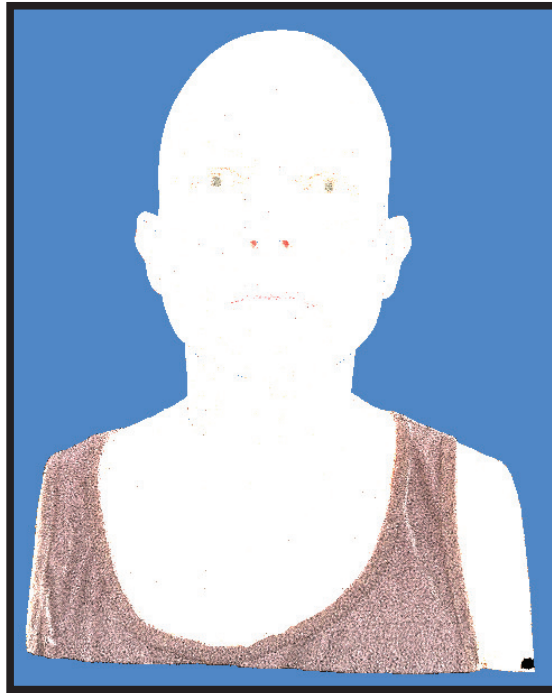
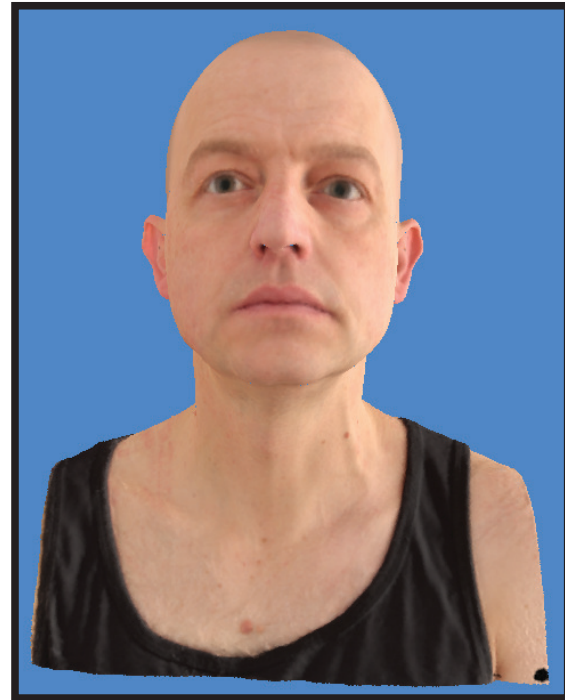




Visibility Pass  
*depth buffer*



Blending Pass  
*color blending + lightning*



Per-pixel  
Normalization