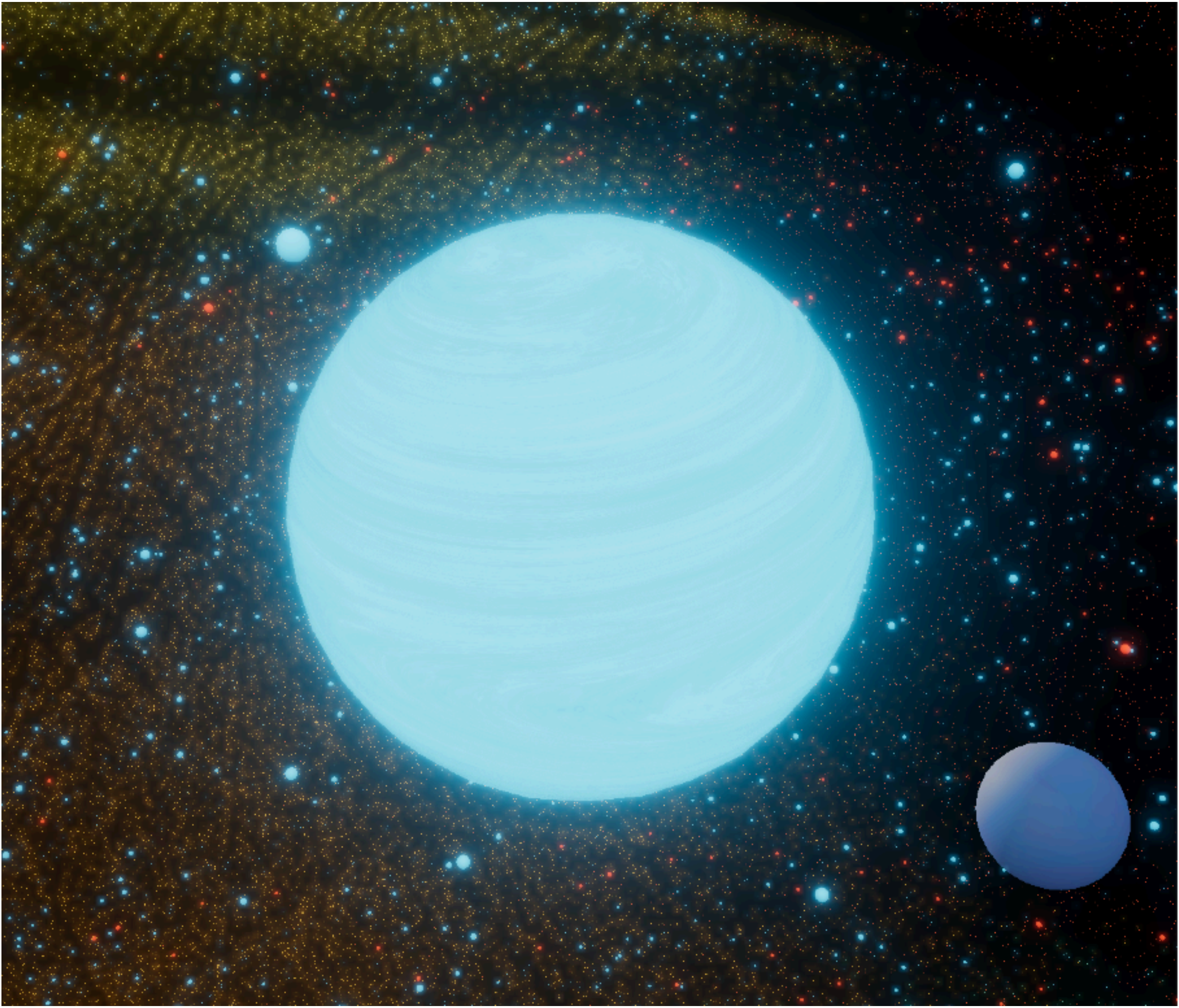
Post Effects

Realization



With blooming: 2nd rendering for non-blooming objects