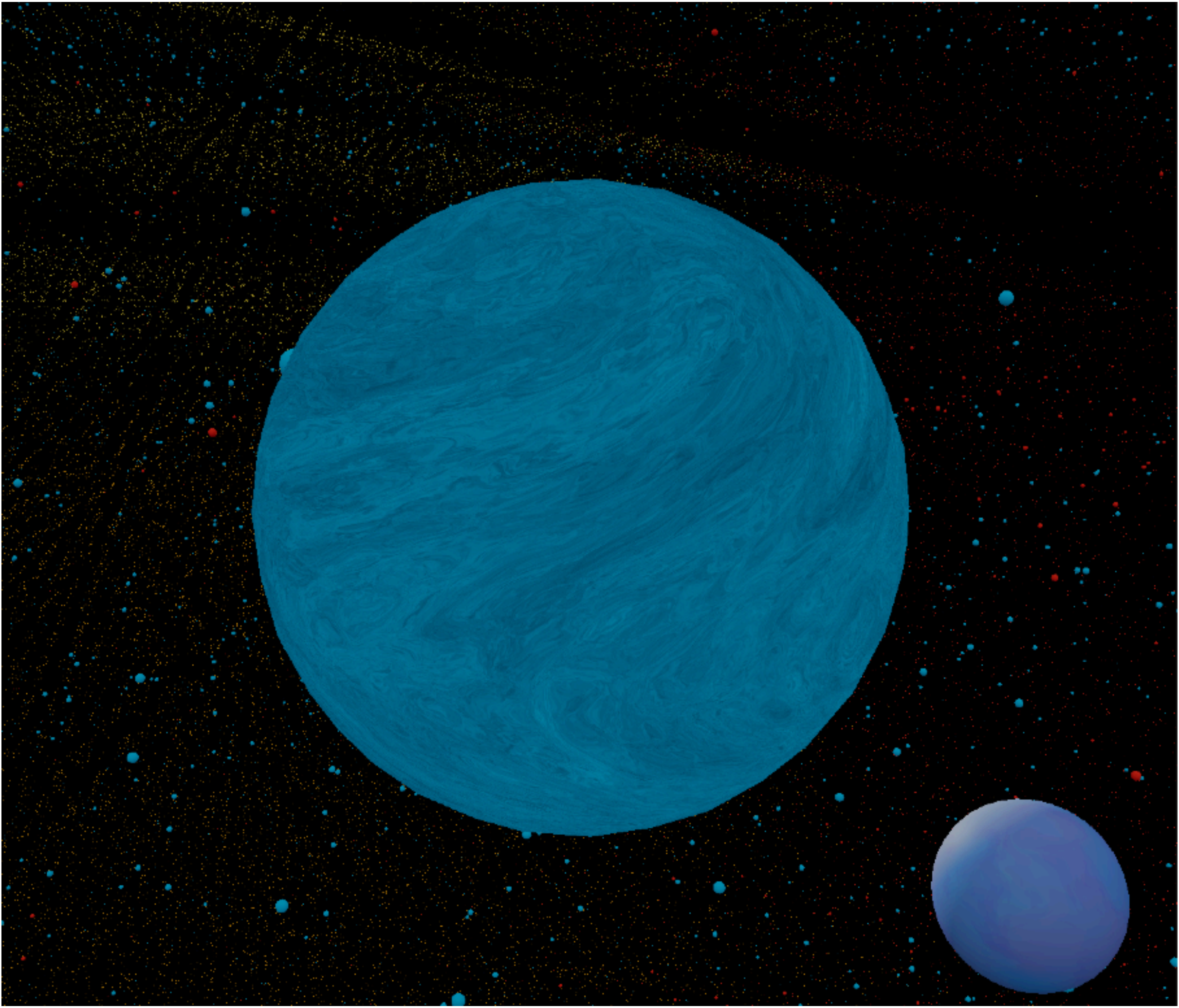




**Post Effects**

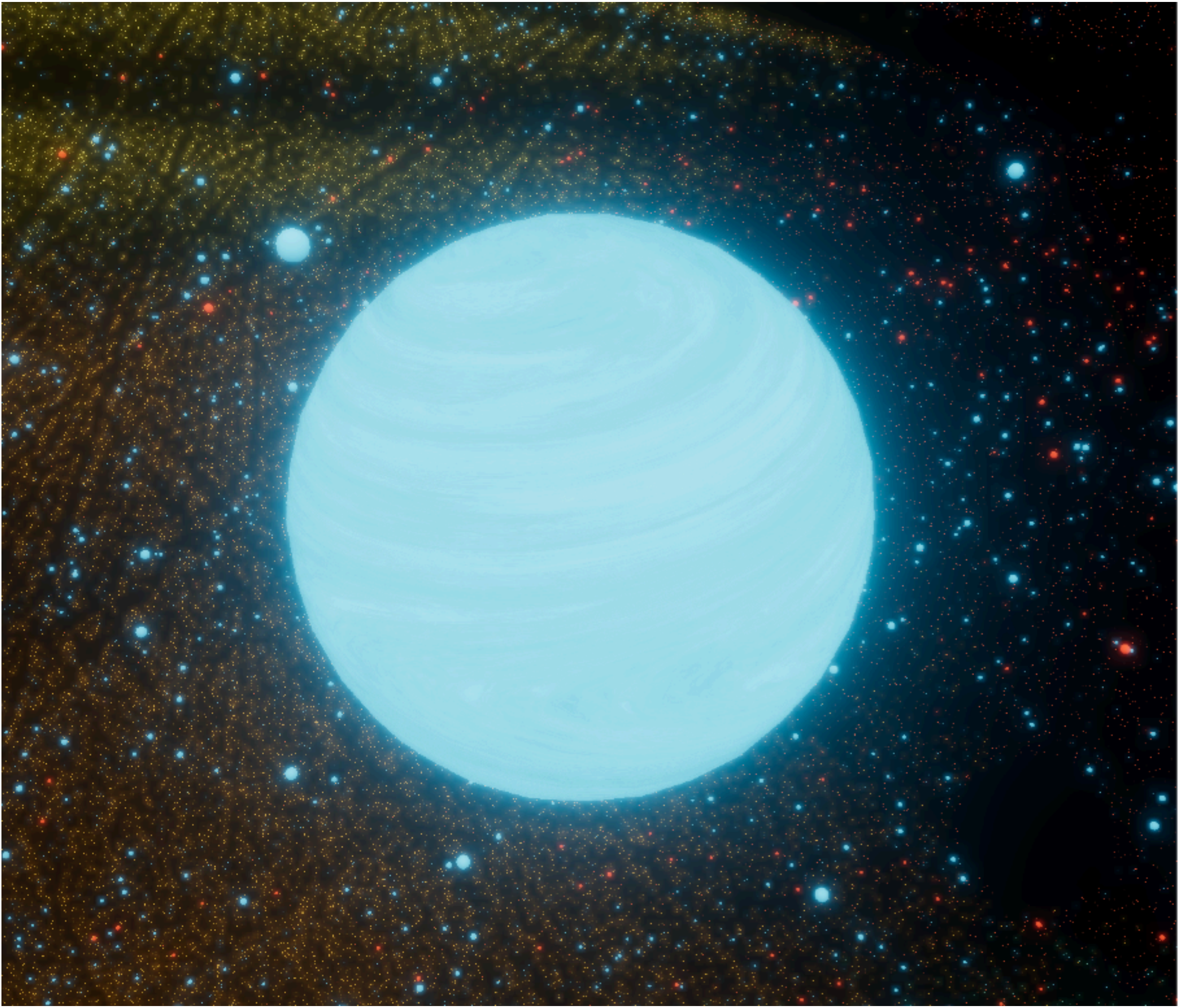


Realization



Without blaming





With cloning: 1st rendering for cloning objects