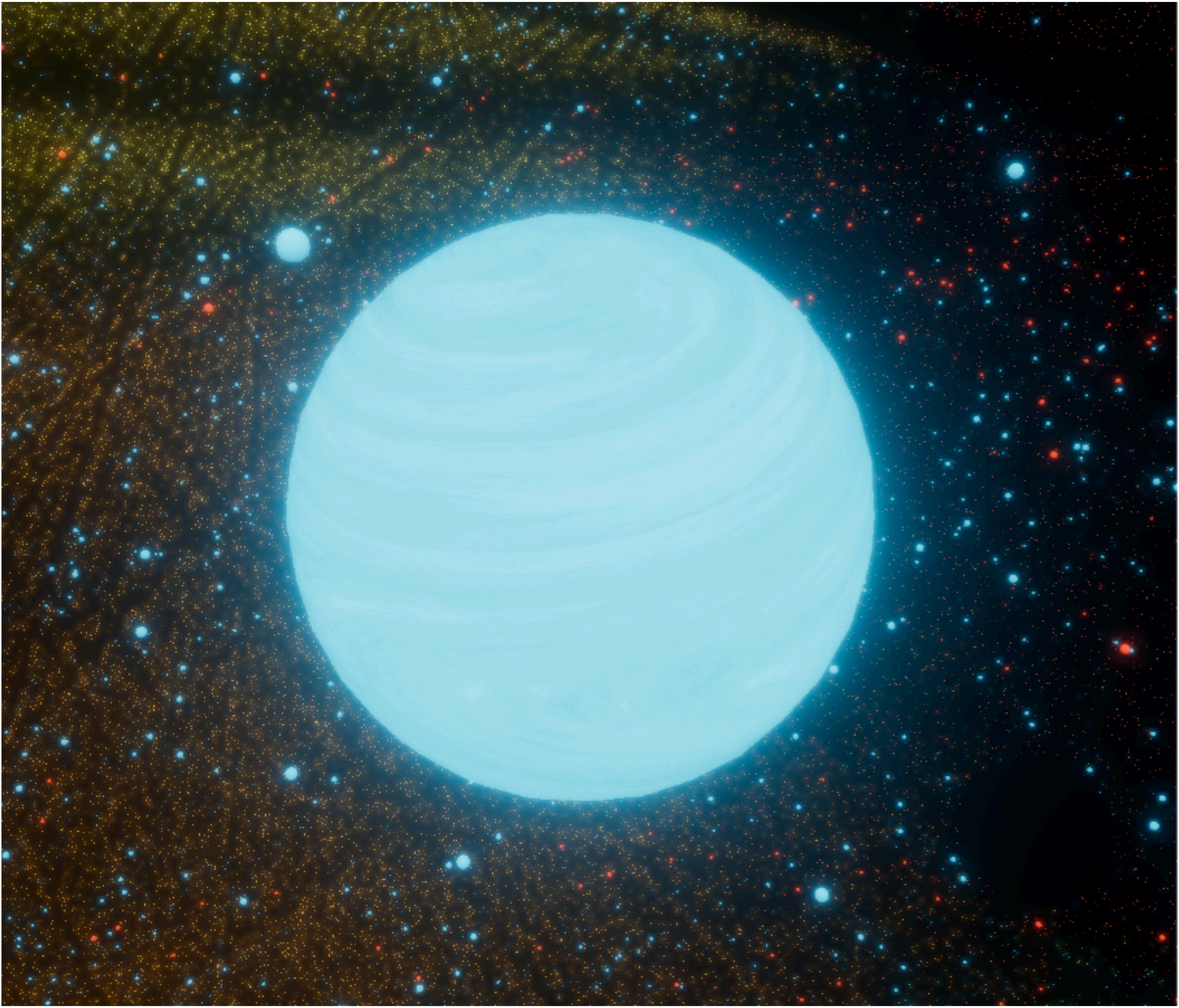


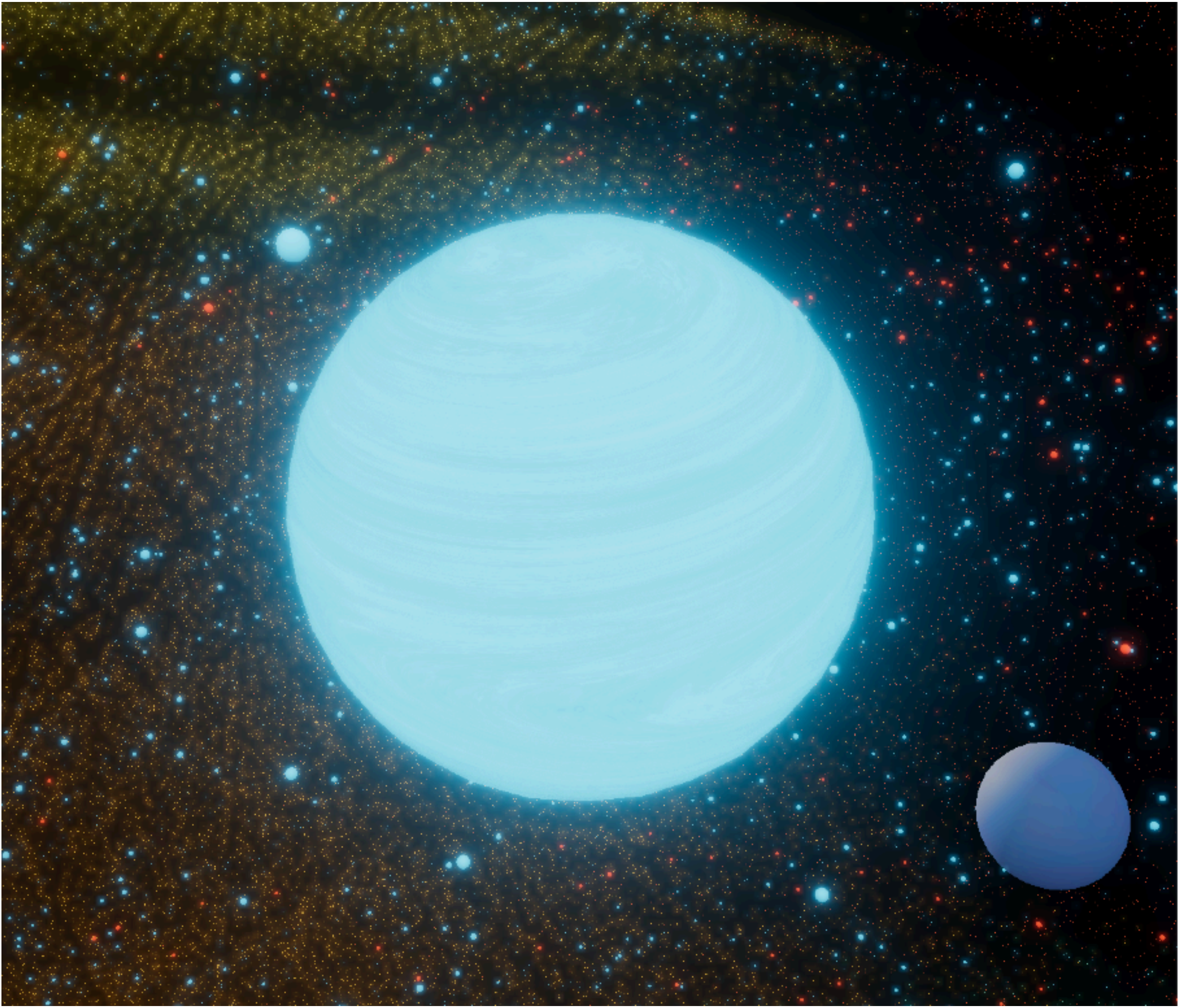
Post Effects



Realization



With cloning: 1st rendering for cloning objects



With blinding: 2nd rendering for n-blinding objects