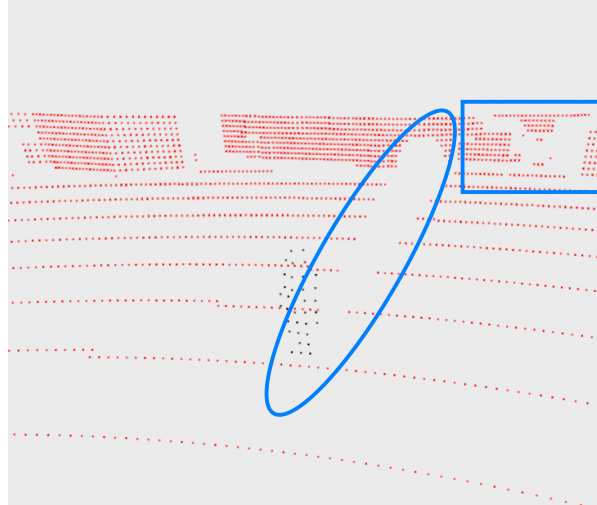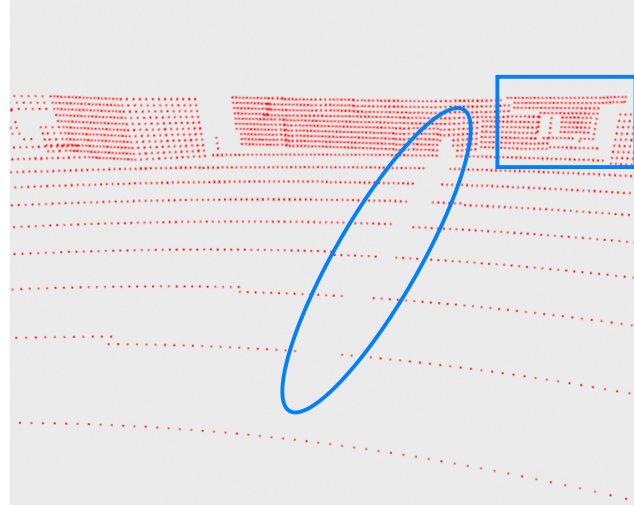1. Scene without ShadowCasting   2. ShadowCasting by HPR   3. ShadowCasting from Raycasted Rays