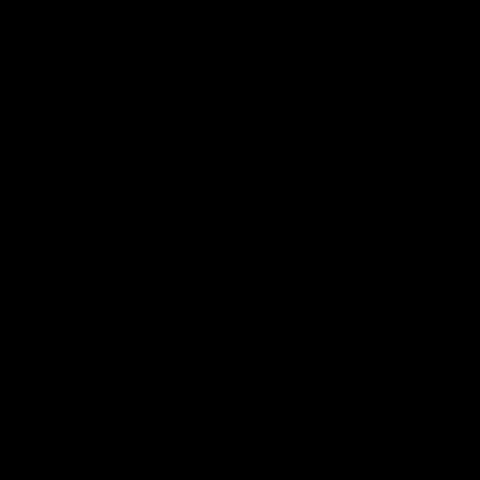
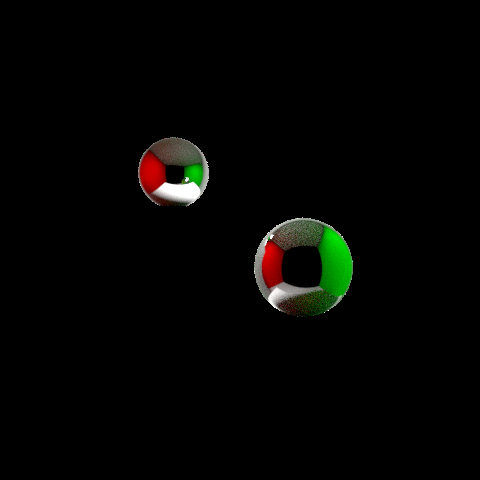
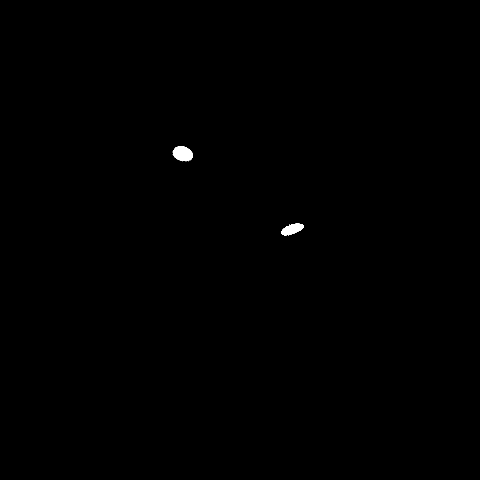
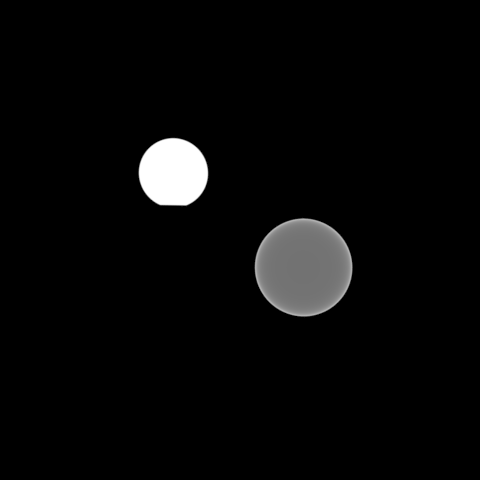
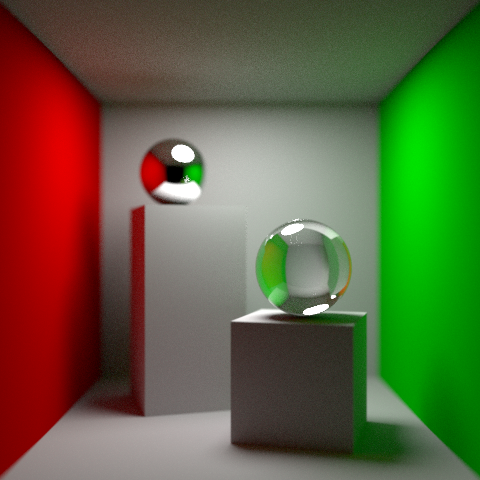
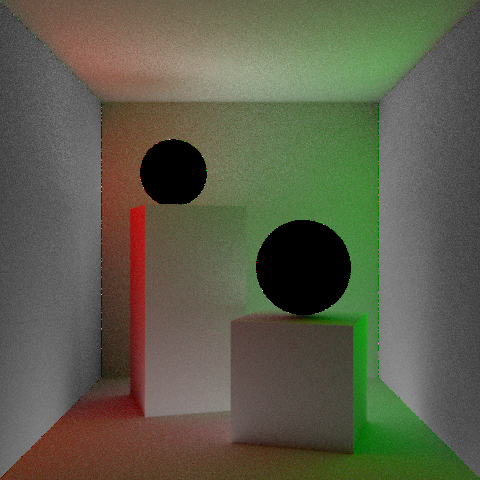
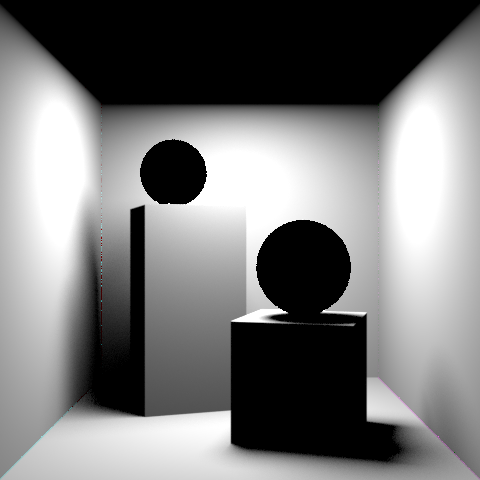
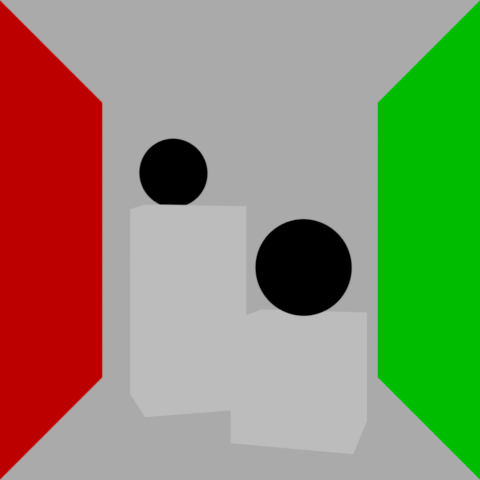
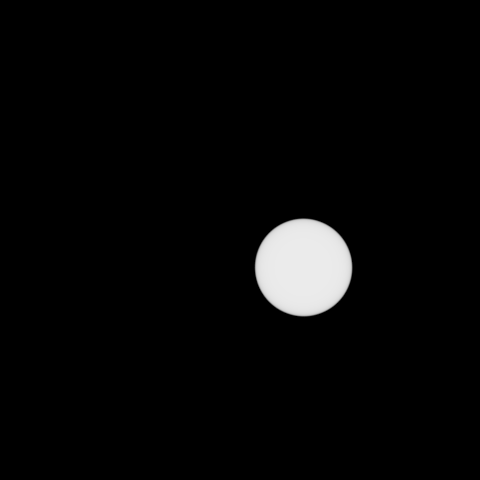
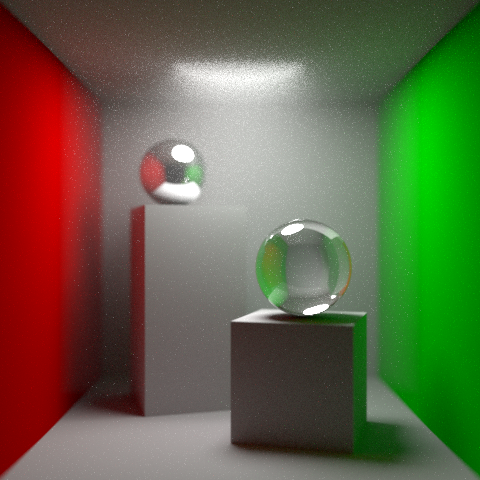
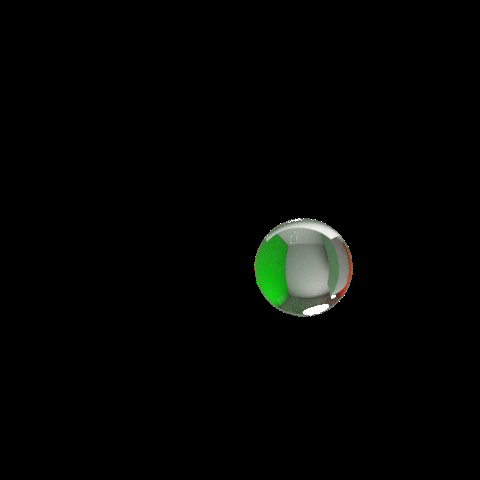
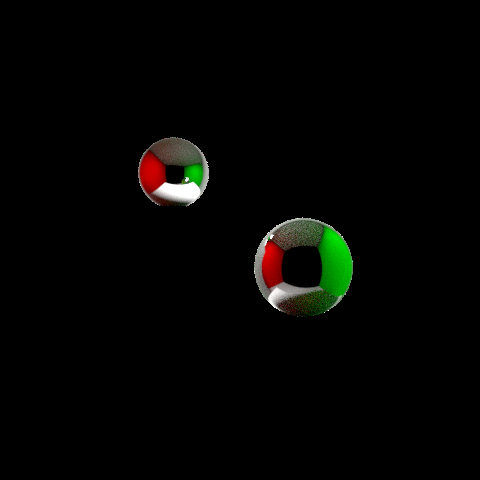
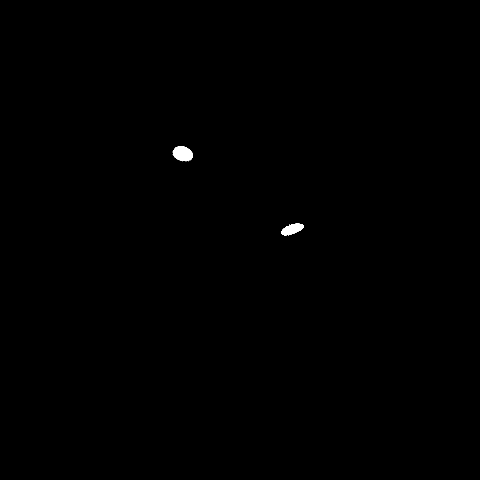
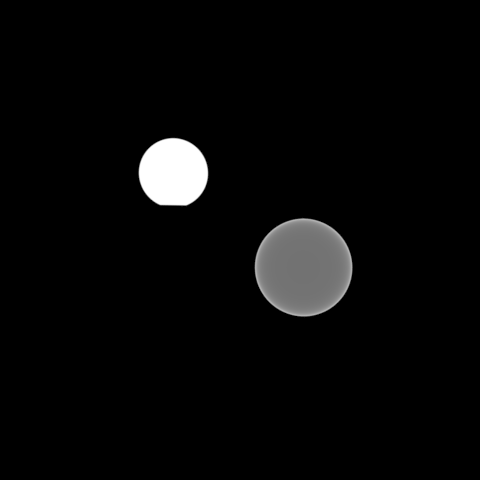
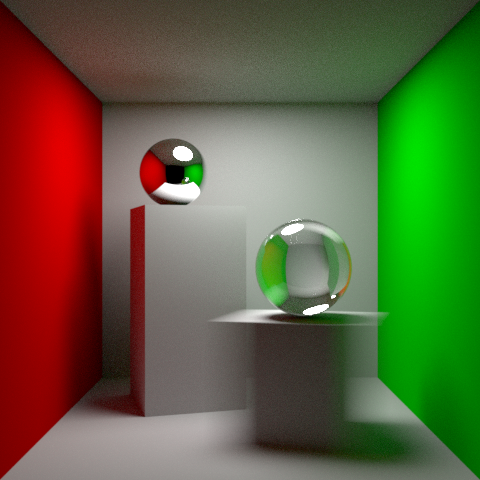
1. The passes look like that because it showcases which effect is used for each one. For example, the glossy ones only show the spheres because they are the only ones with a glossy effect.

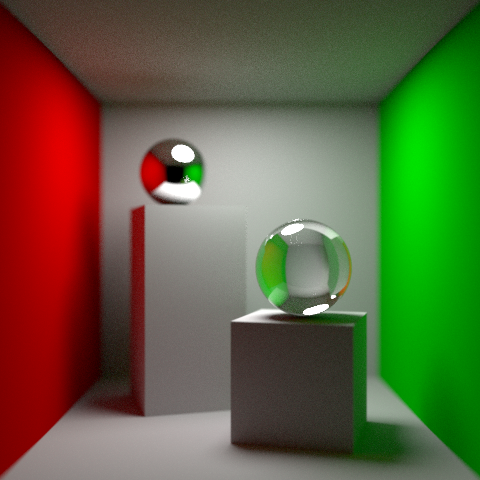




2. With motion blur, I can the glass sphere appears to be on top of a blurry object



3. With Depth of field, the objects in the background were blurred out



4. With volumetric absorption, the cube completely disappeared.