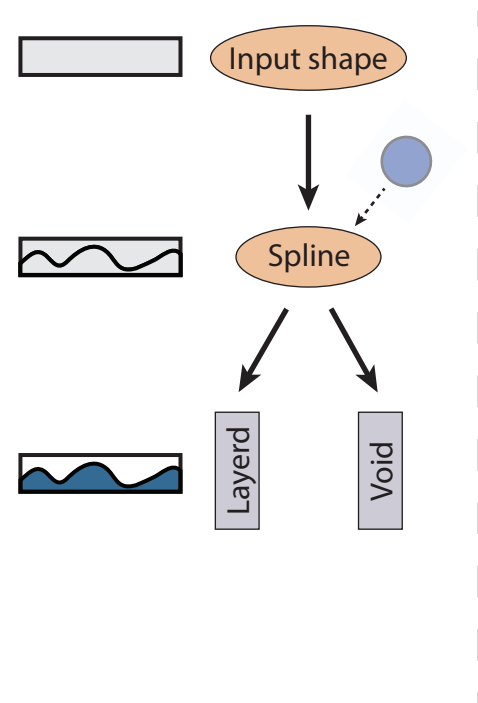
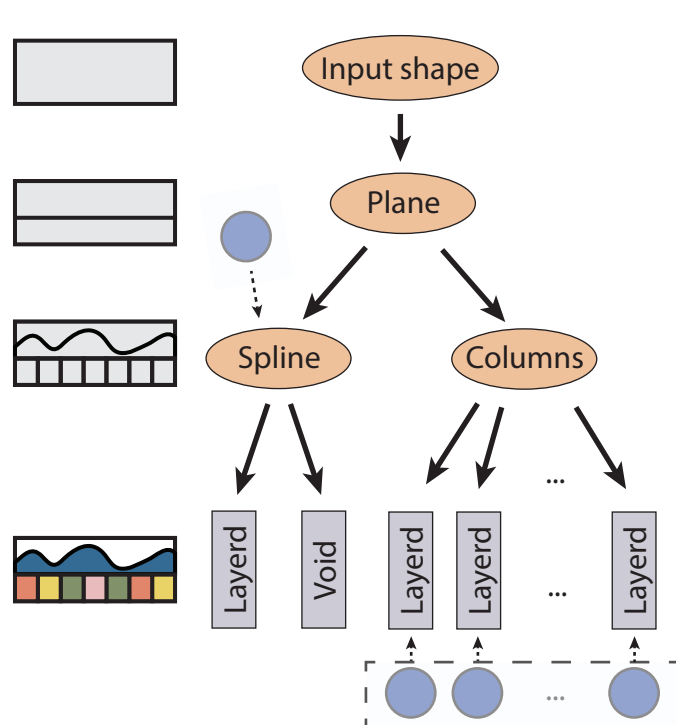


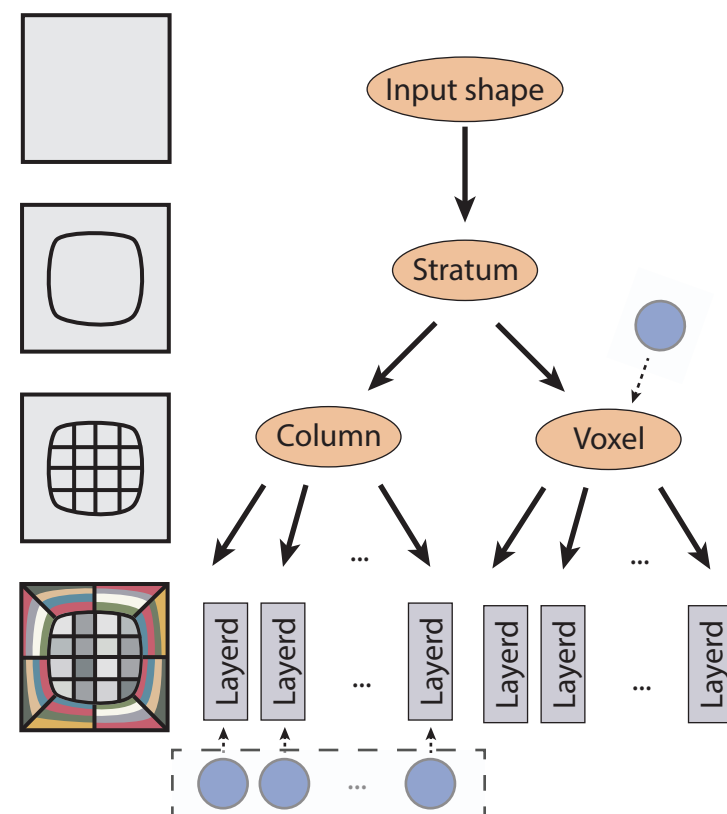
Smooth caustics



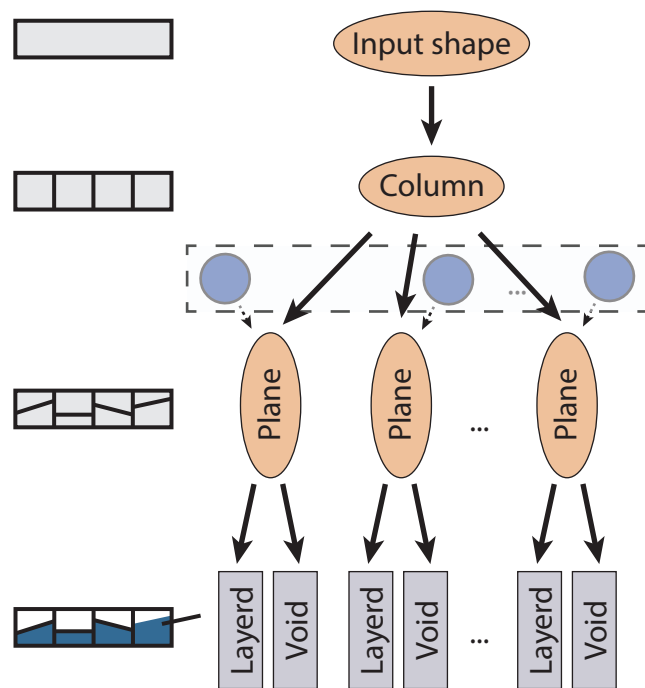
Smooth caustics/texture



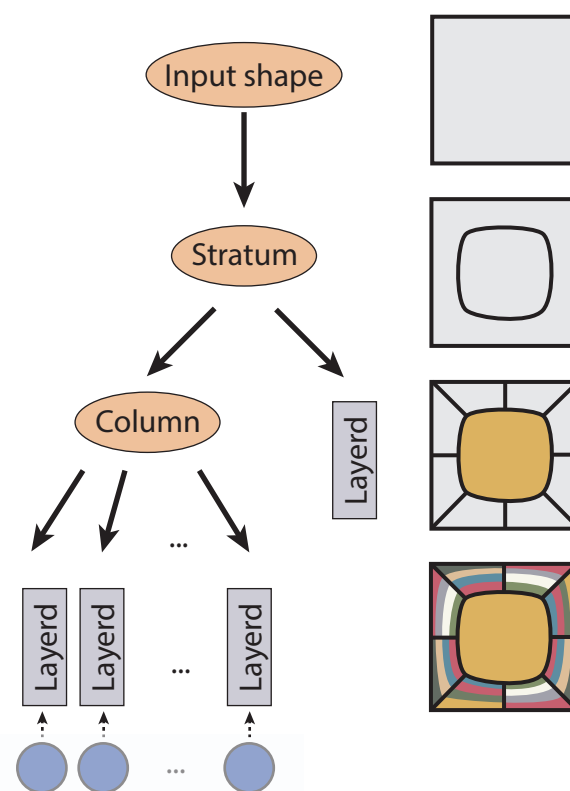
Deformation/texture



Facet caustics



Subsurface scattering/texture



Geometry node

Material node

Tuner

Tuner network