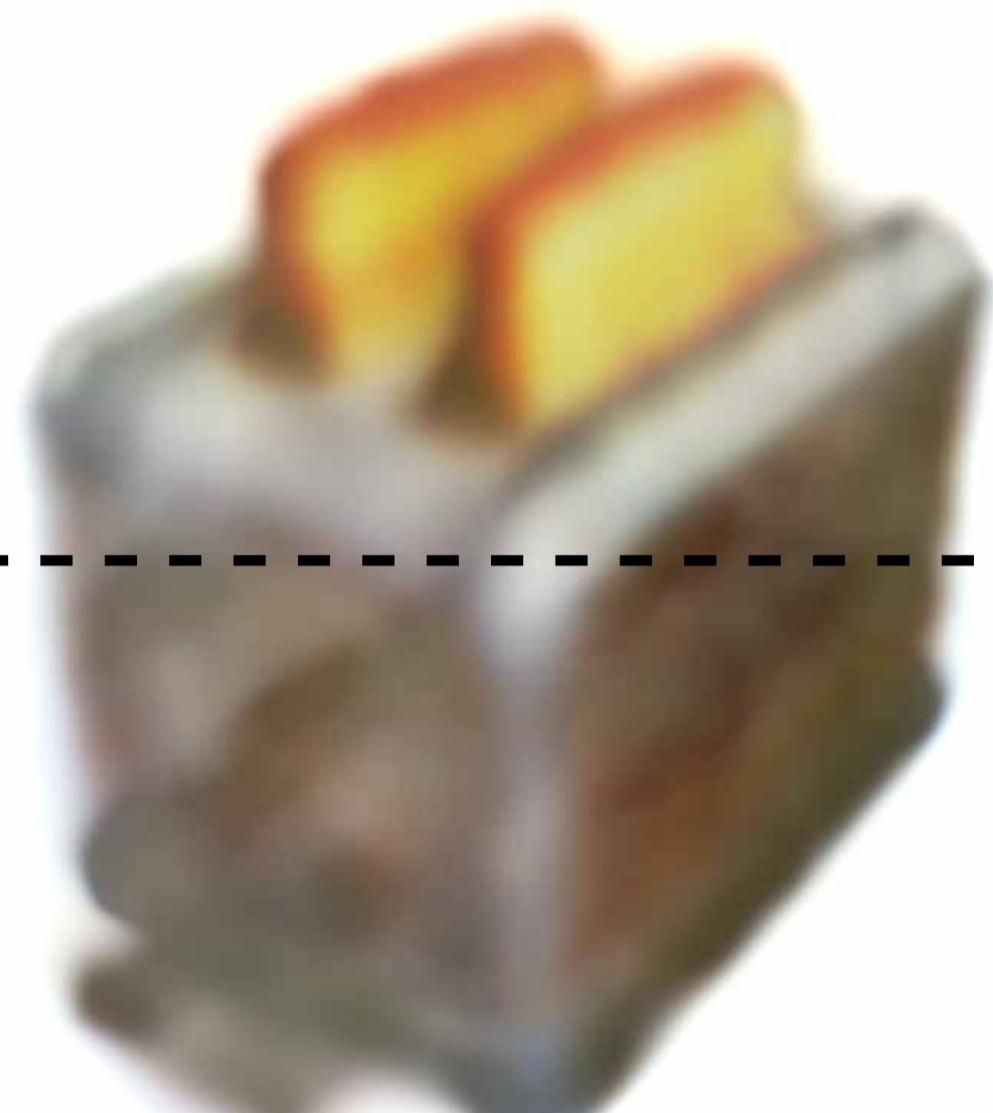


Step 100



Step 500



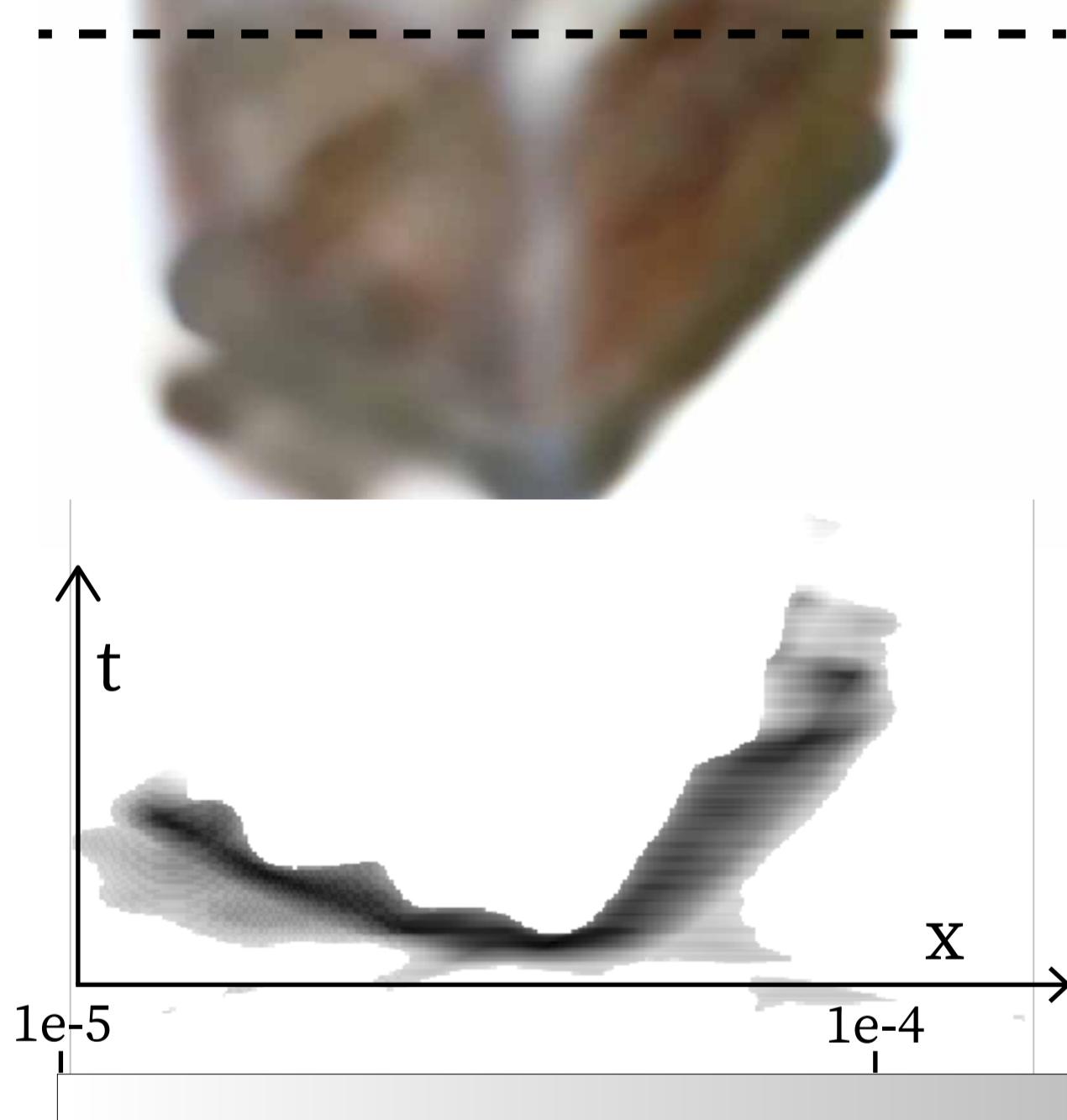
Step 900



Step 30k



Render



Envmap

