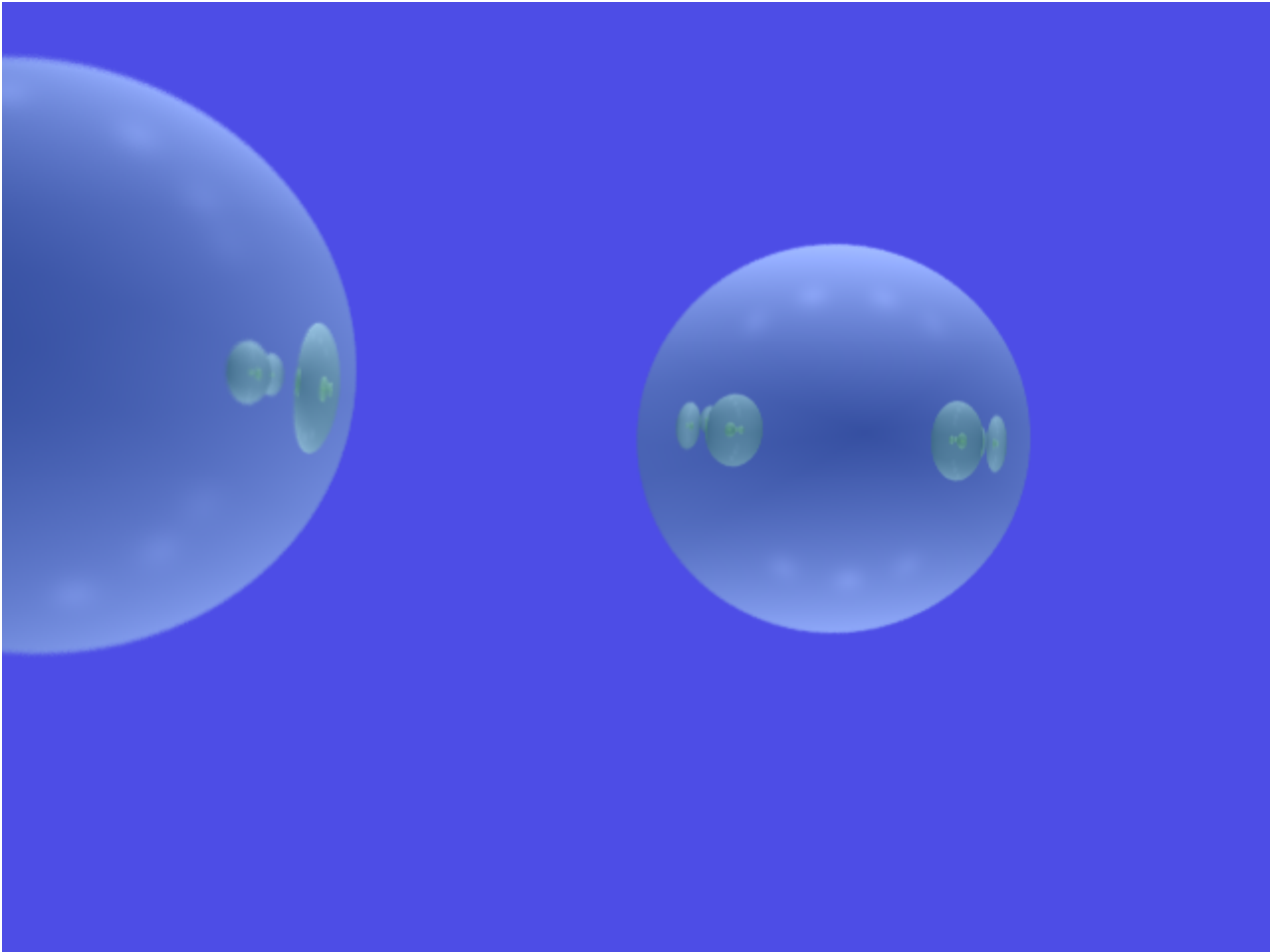


Ex.2: Shadow Rays

if not offset by epsilon:



Ex.4: Depth of Field

change the camera into

```
"Position": [7, 0, 10],  
"FieldOfView": 1.5,
```

will generate

