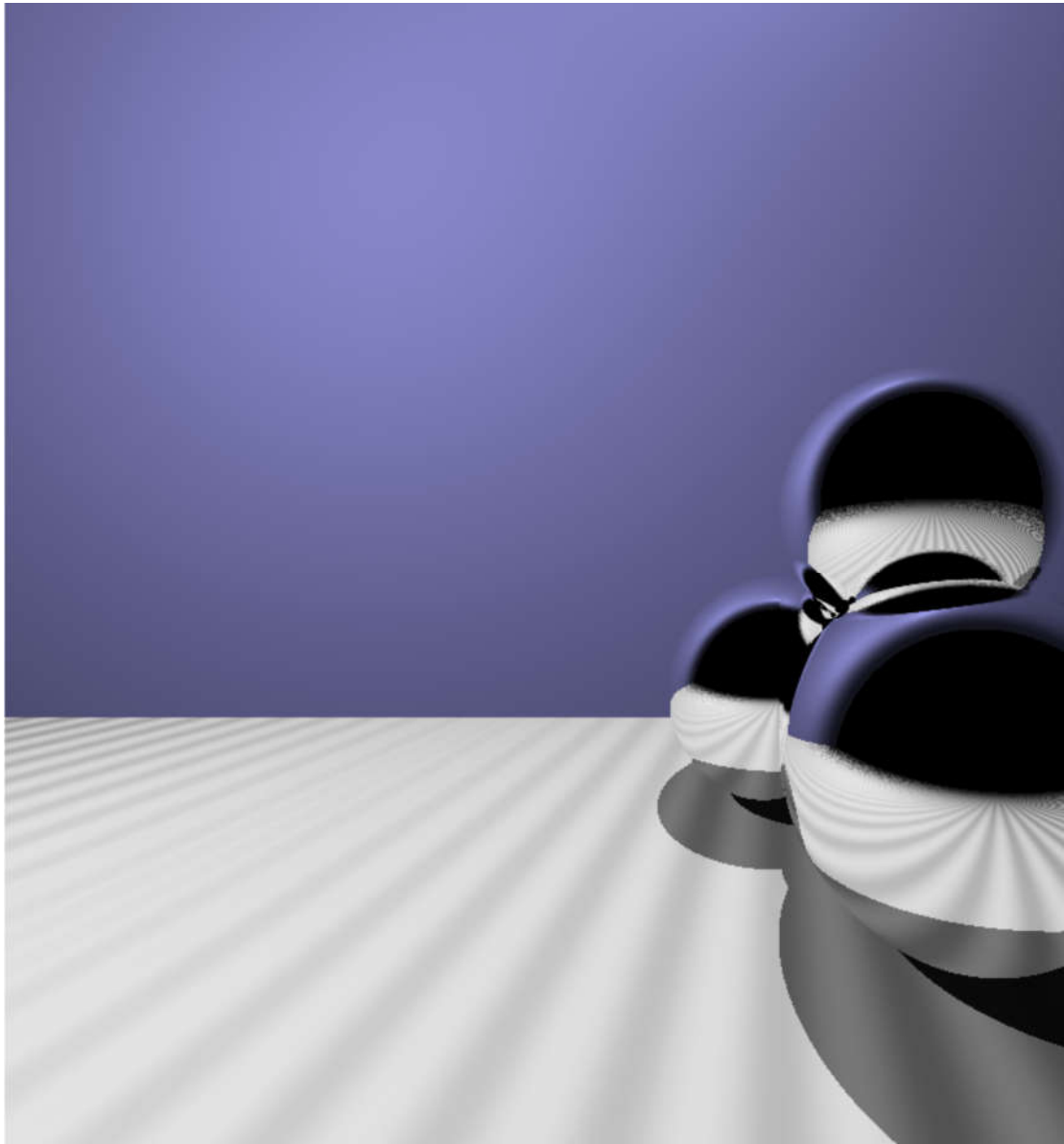
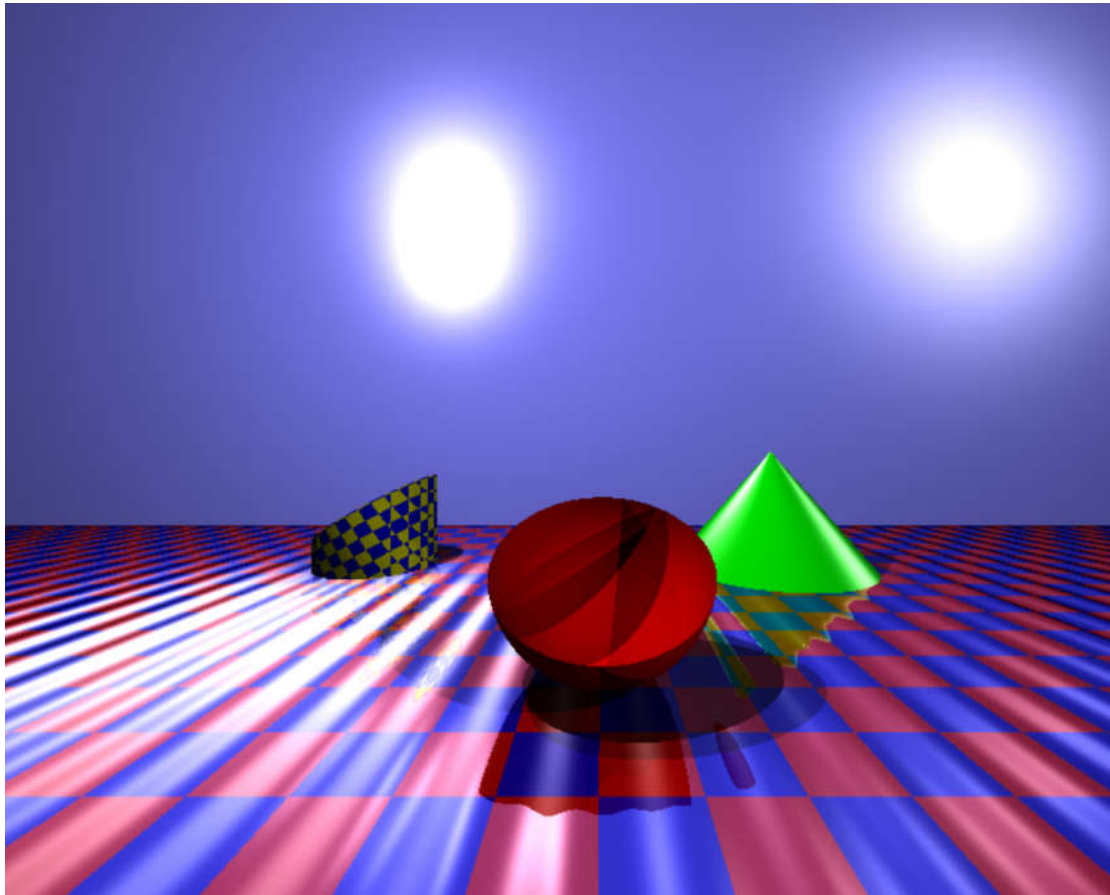


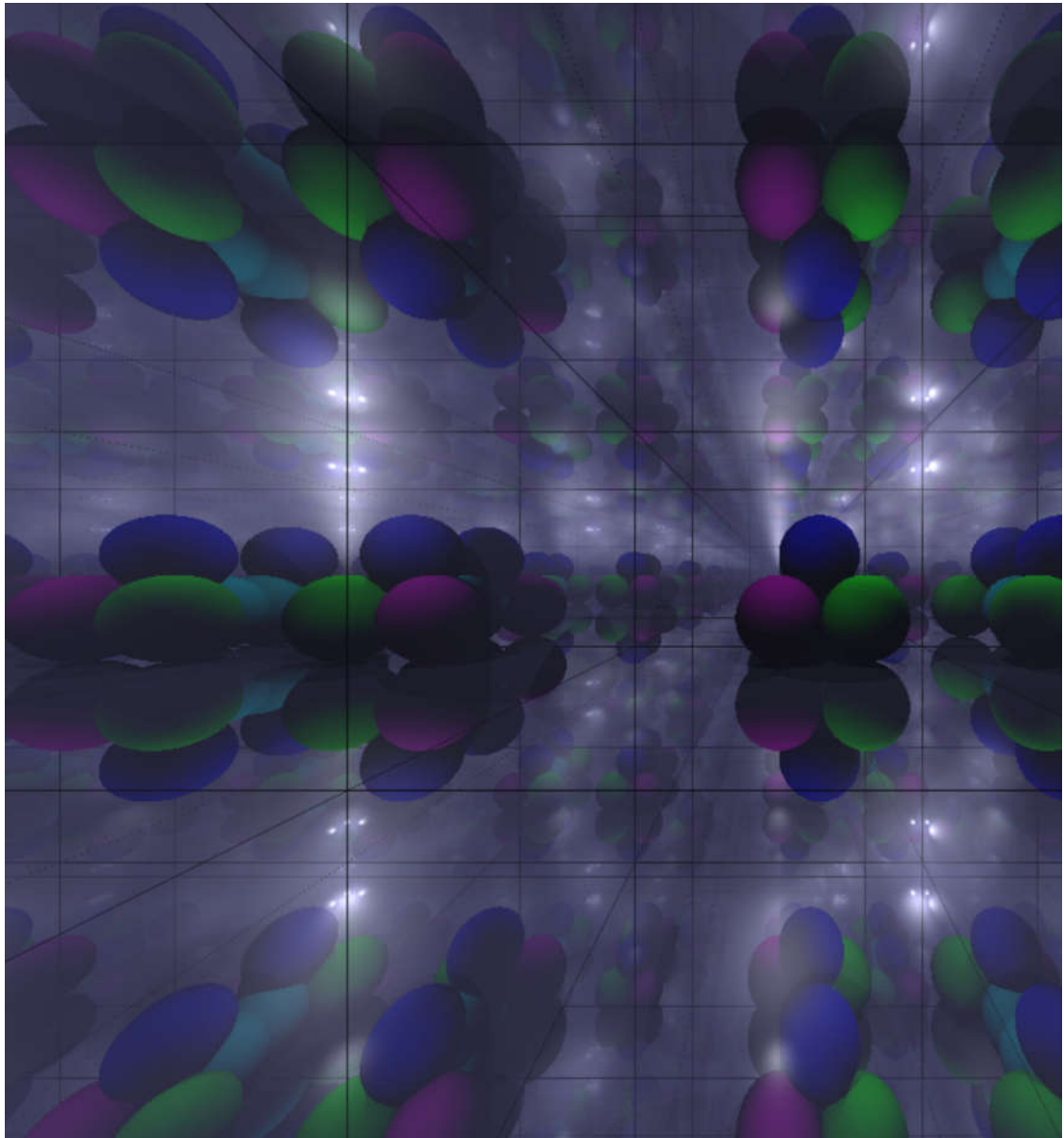
Three reflecting spheres, slight « corrugated iron » effect on the horizontal plane (cosine perturbation from normal plane)



Cylinder, cone, and sliced sphere. Chess board effect on the ground and the cylinder (color perturbation), corrugated iron effect on the ground and shine effect all around.



Spheres in a mirror box with light spots.



A few textures are now visible on each of the 4 objects. There are 2 spots making the back wall shiny, and making the light being slightly reflected on the sphere (which has a texture and a reflection)

