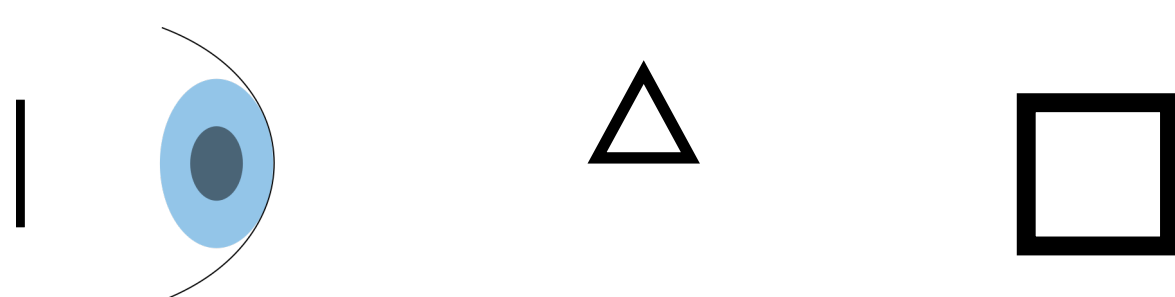


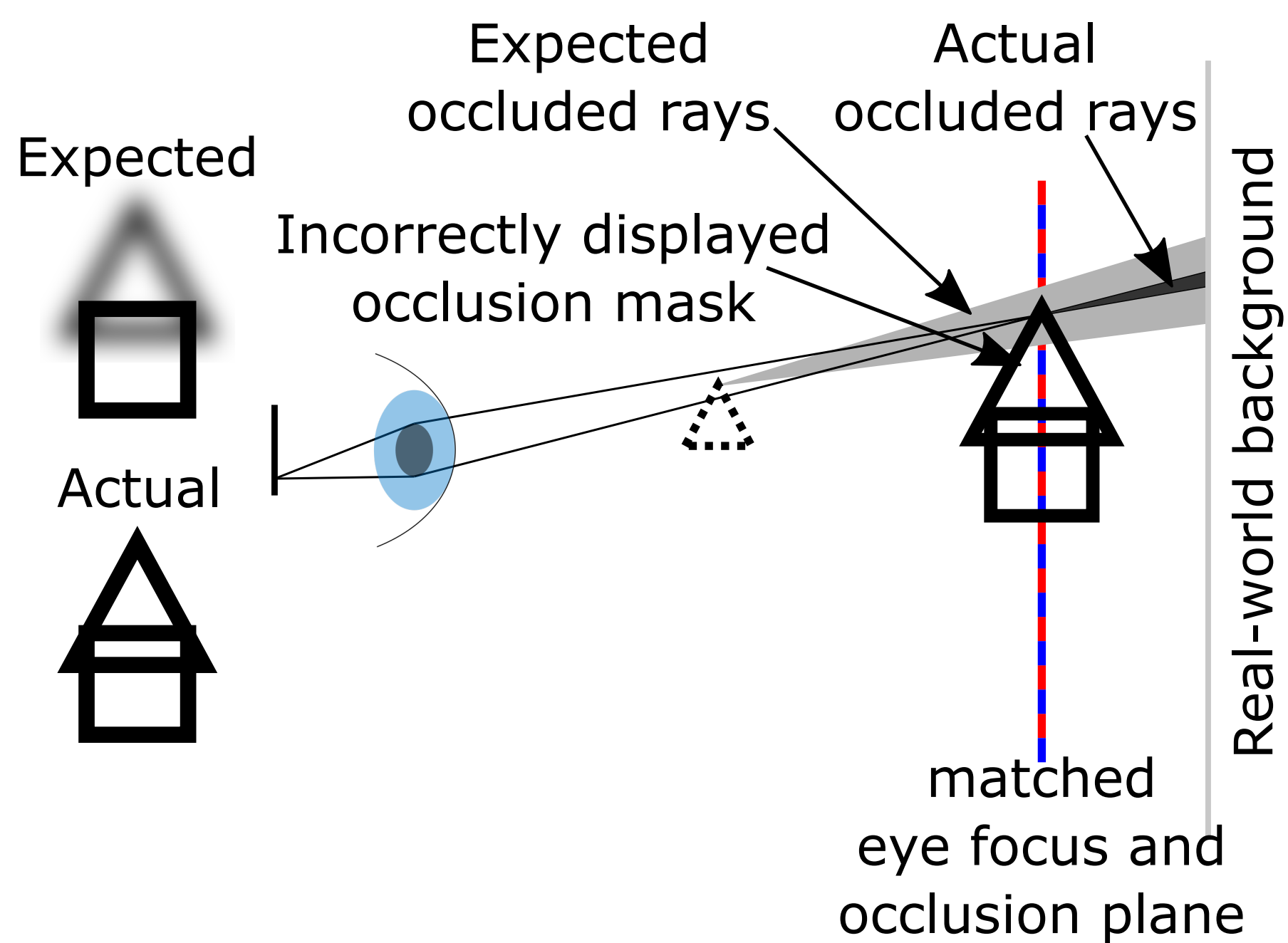
Virtual scene with real world background



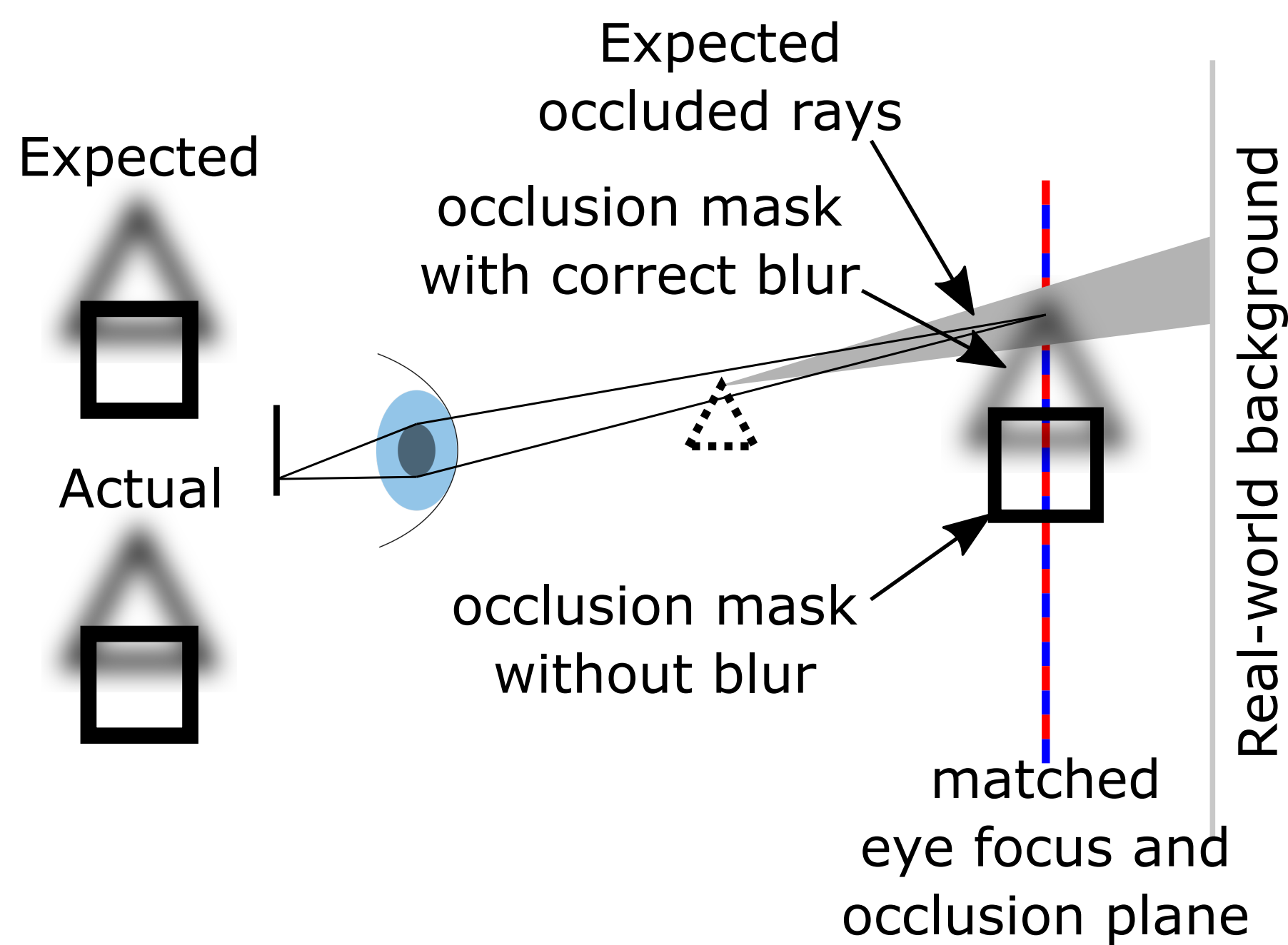
Real-world background

Fixed focus occlusion

User focused far



Varifocal occlusion



User focused near

