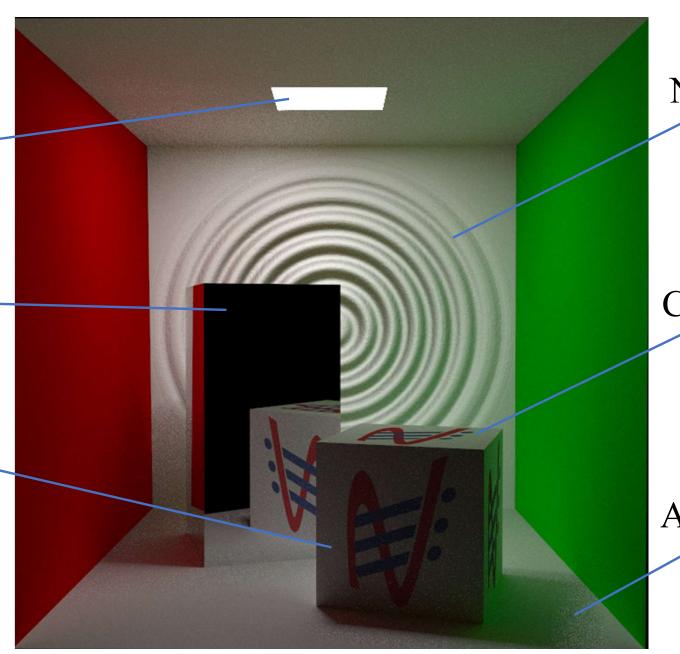
Area Light-

Specular Material

> Diffuse Material



Normal Map

Color Texture

Alpha Shadow