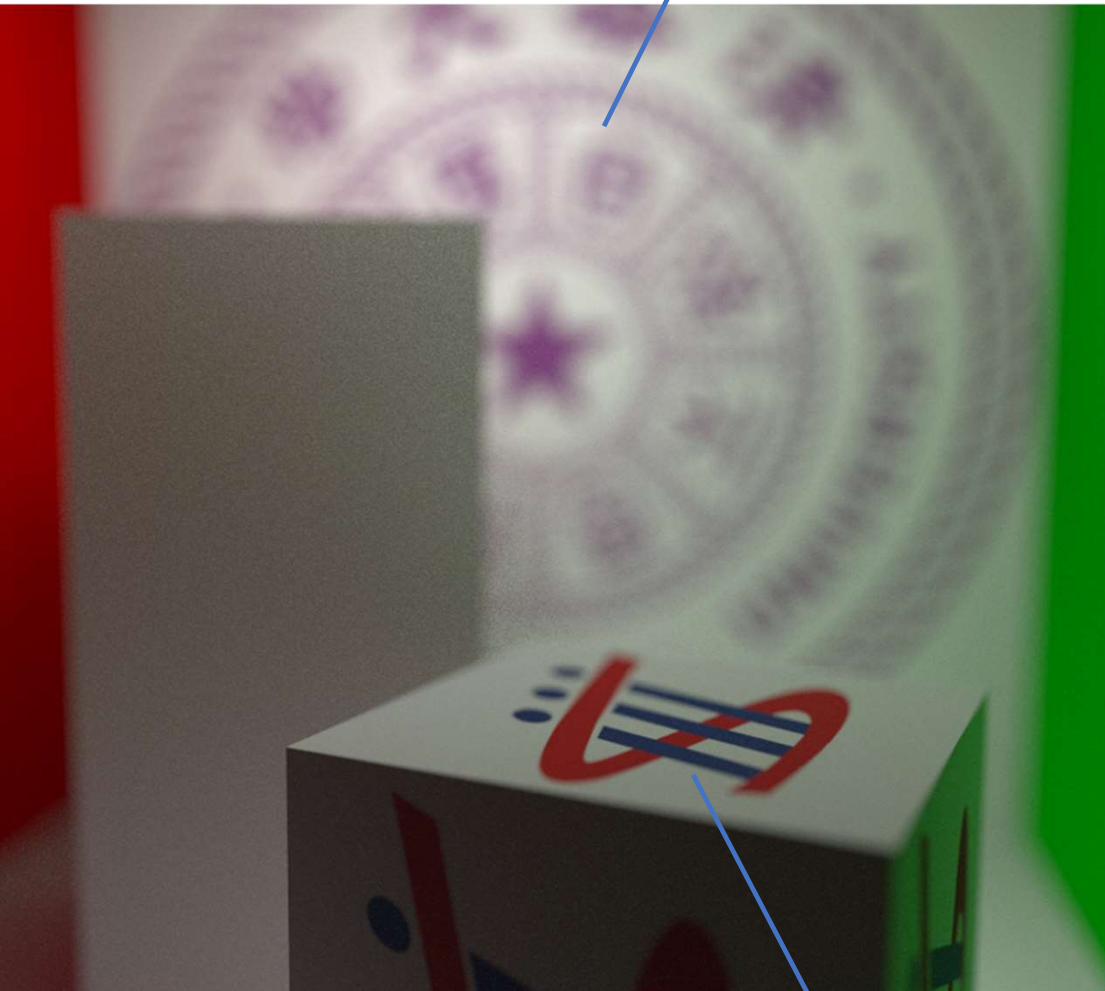
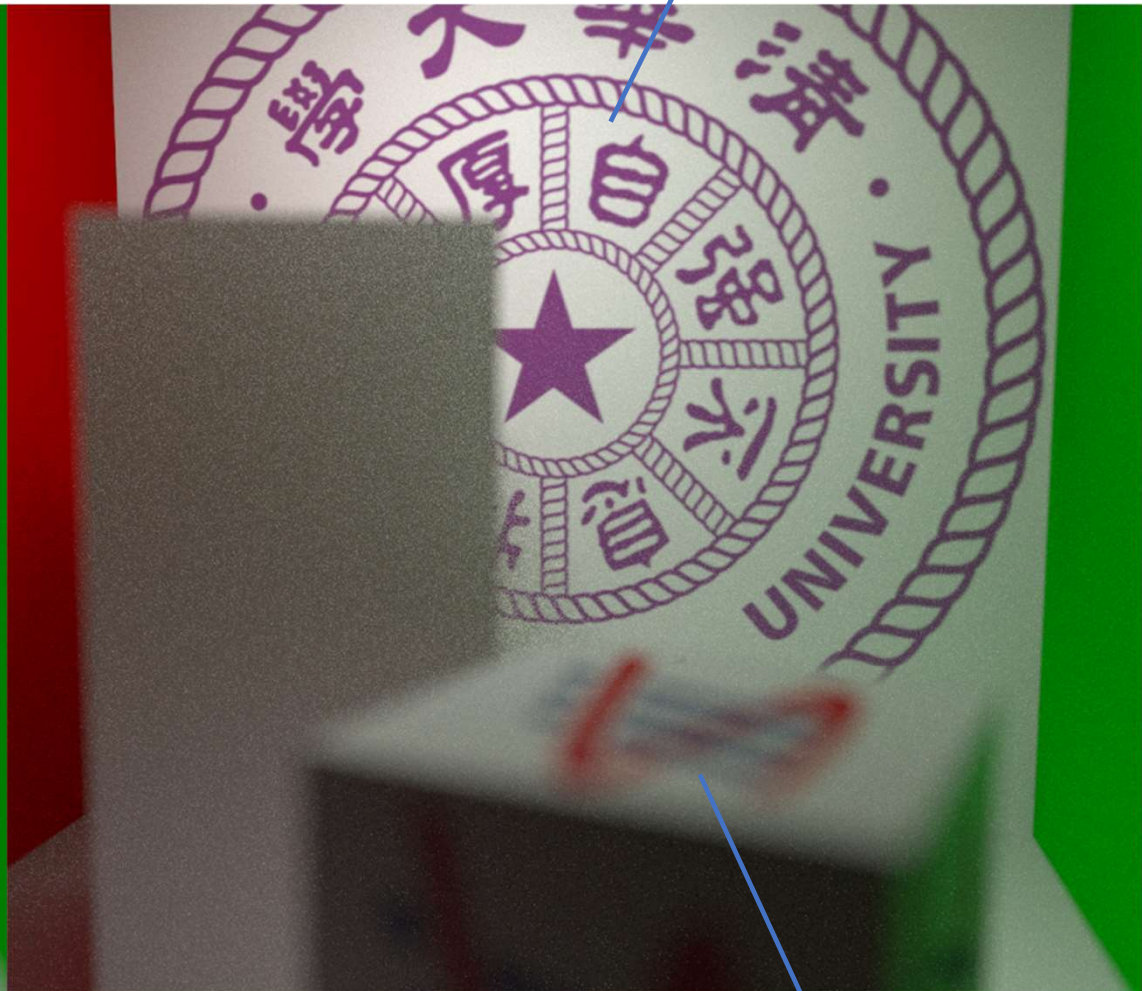


blur for far object

focus on far object



focus on near object



blur for near object