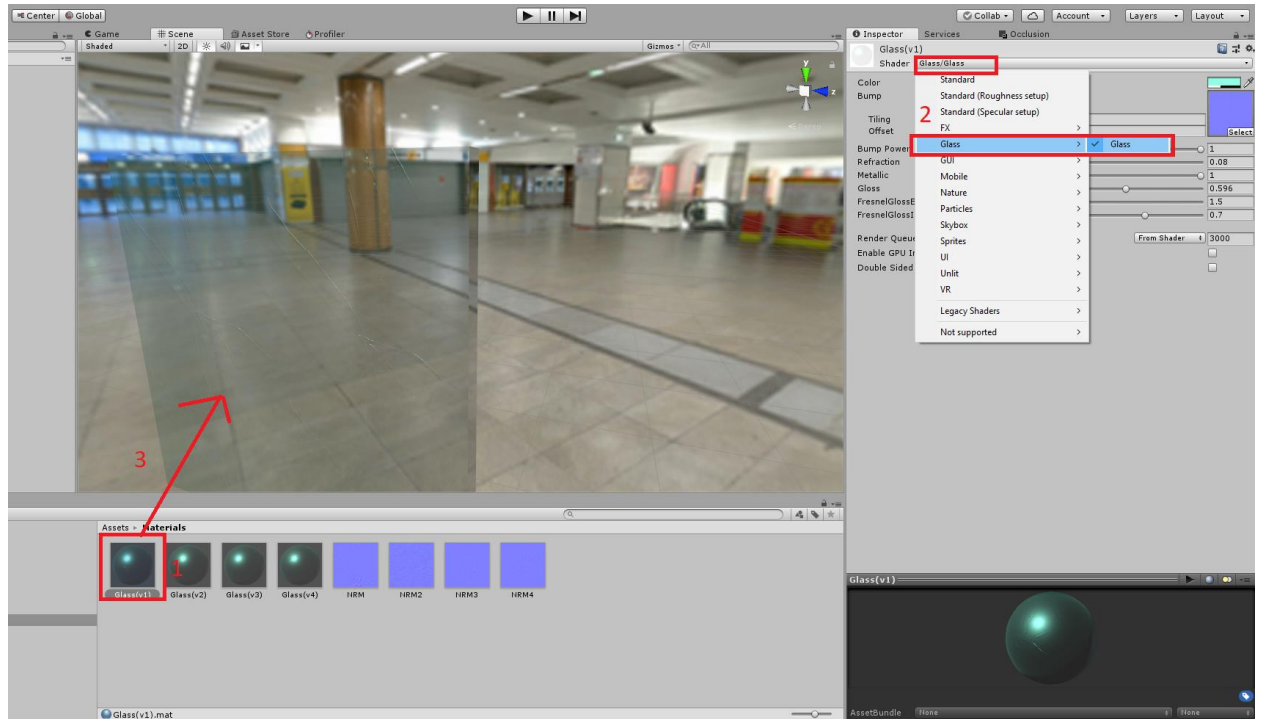


Installation

1. Create a material
2. In the material properties, select "Glass"
3. Drag the material onto the object



Play.