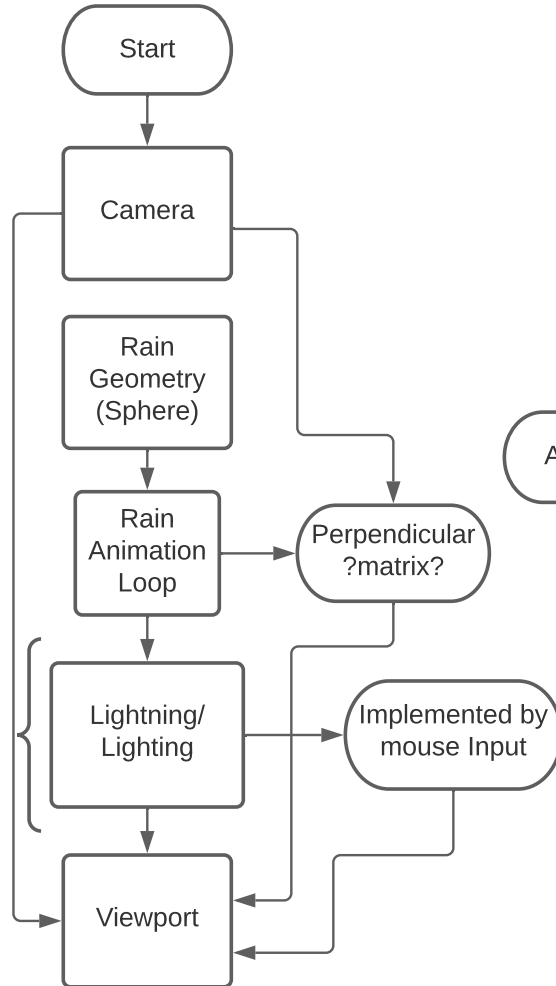


## Coding Model



Flashes the screen and after, makes the screen black before returning to the 'normal' lighting

## Shader Pipeline

