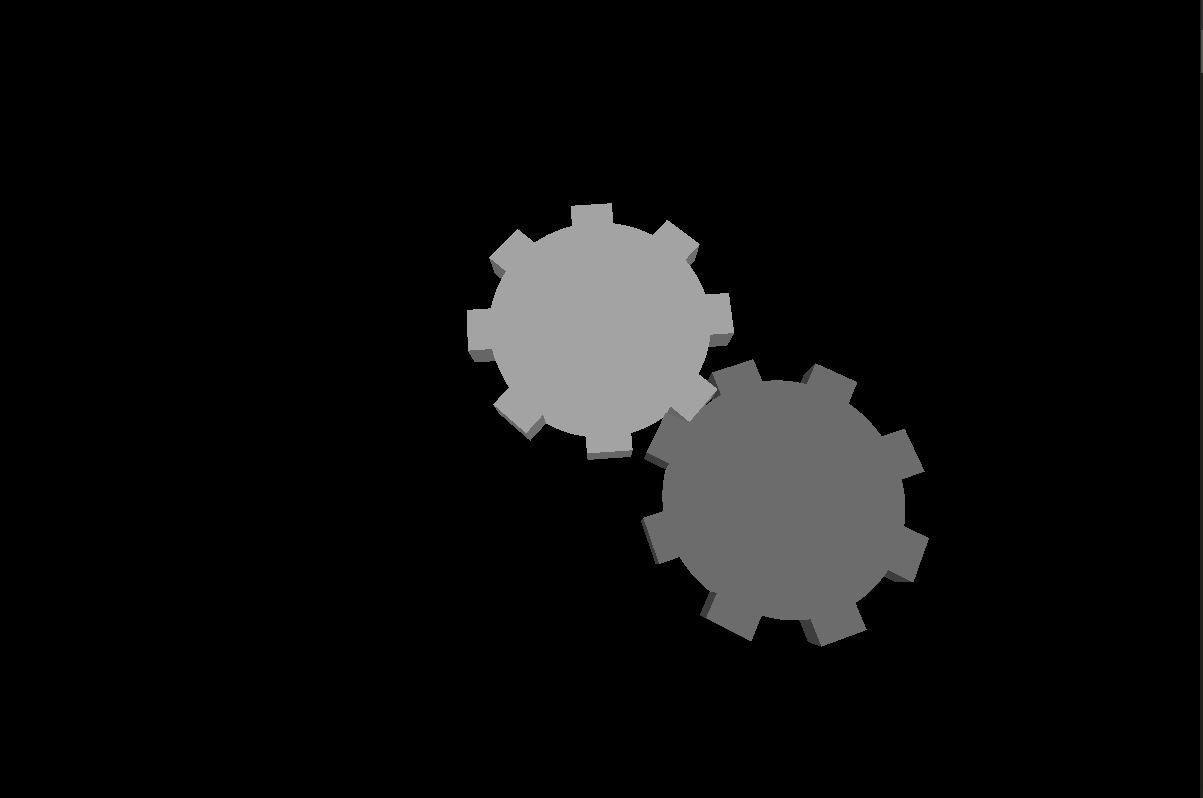


The outputs:

In normal mode -> just after starting the animation



Light conditions are changed –> by pressing lowercase ‘l’

View is change -> by using keys ‘a’, ‘s’, ‘w’, ‘d’ : all lowercase

