

Original Scene



Alpha = 0.25



Alpha = 0.5



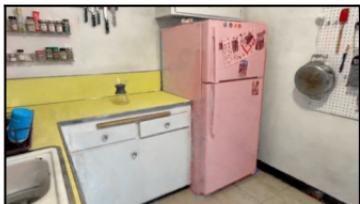
Alpha = 0.75



Alpha = 1



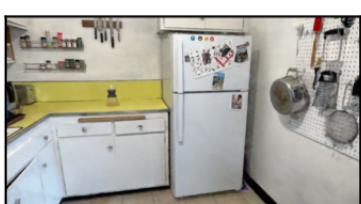
Viewpoint 1



Viewpoint 2



Viewpoint 3



Viewpoint 4

