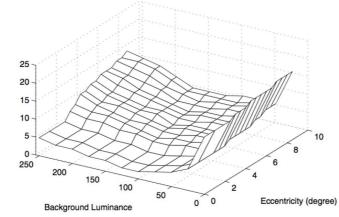


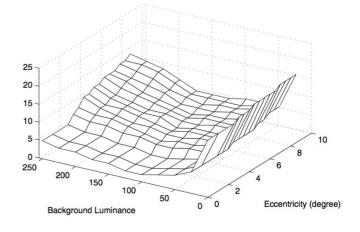
Background Luminance

Viewpoint moving speed

& Luminance changes



Viewpoint moving speed & DoF difference



DoF difference & luminance changes